

WANPAKKU
COMICS

ファミコン&ラジコンまんが
フルパワー200%

好評発売中!!

定価370円

ファミ魂ウルフ①～③／かたおか徹治

ファミリーコンピュータTM

必勝テクニック完ペキ版①～⑫

ファミコンまんが大全集①～②

RCチャレンジャー①／しごと大介

高機動戦闘メカ

ヴォルガードⅡ／たまだとしみつ

ゼルダの伝説／乱丸

●ファミリーコンピュータ、ファミコンは、任天堂の商標です。

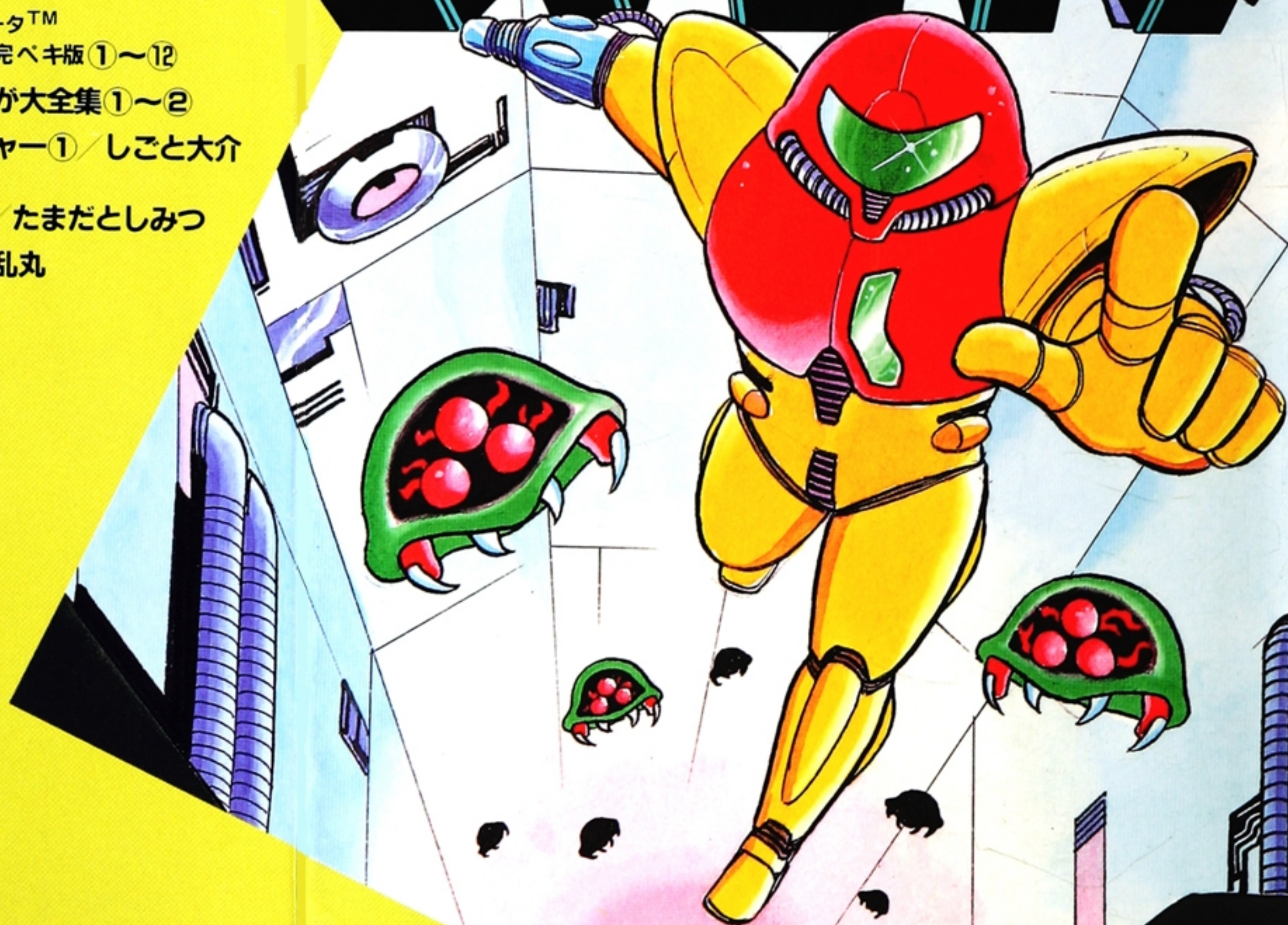
ファミリーコンピュータTM

必勝テクニック

完ペキ版10

わんぱくコミックス

メトロイド



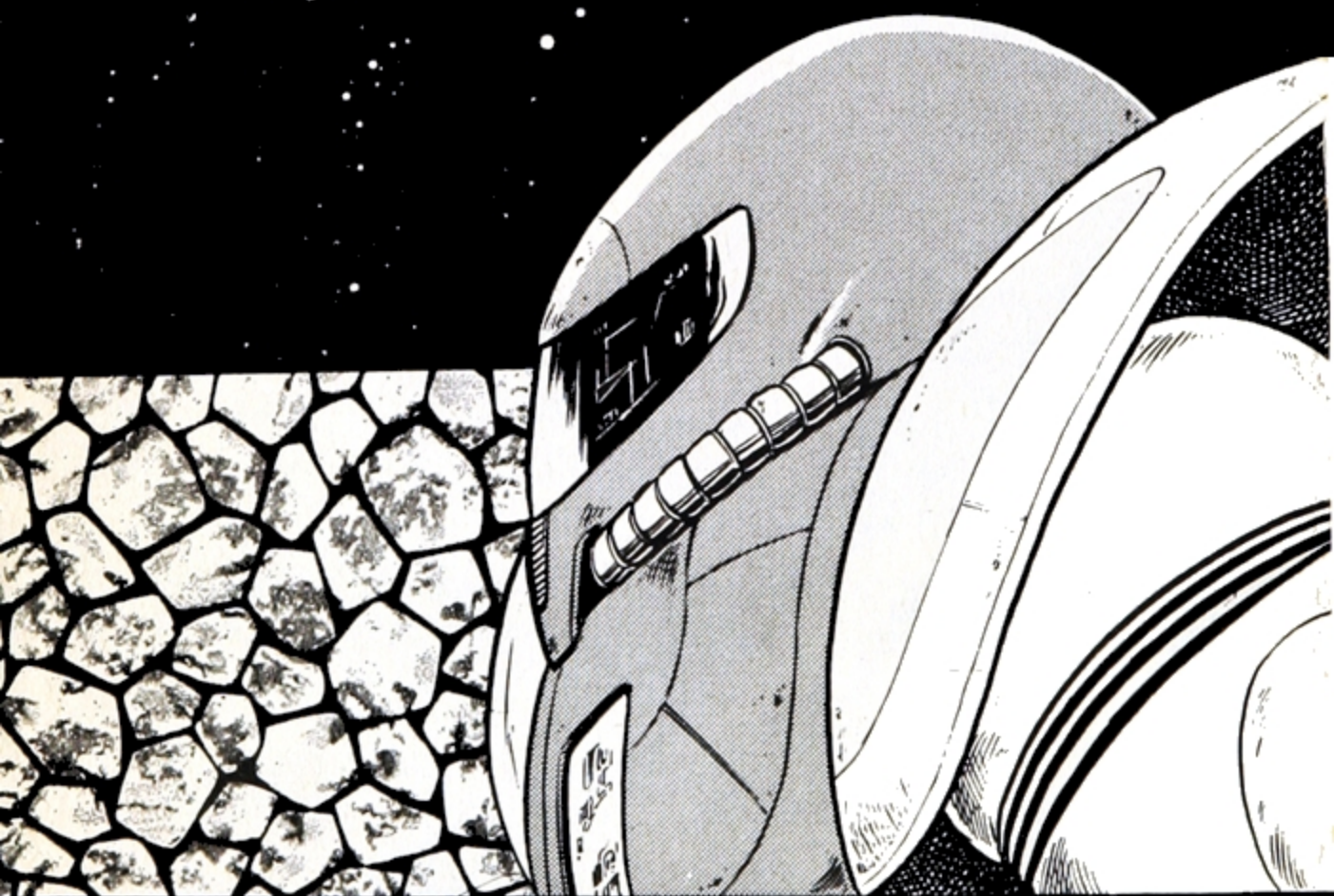
みなづき由宇

©1986 Nintendo

Family Computer™

Perfect Strategy Guide ⑩

METROID



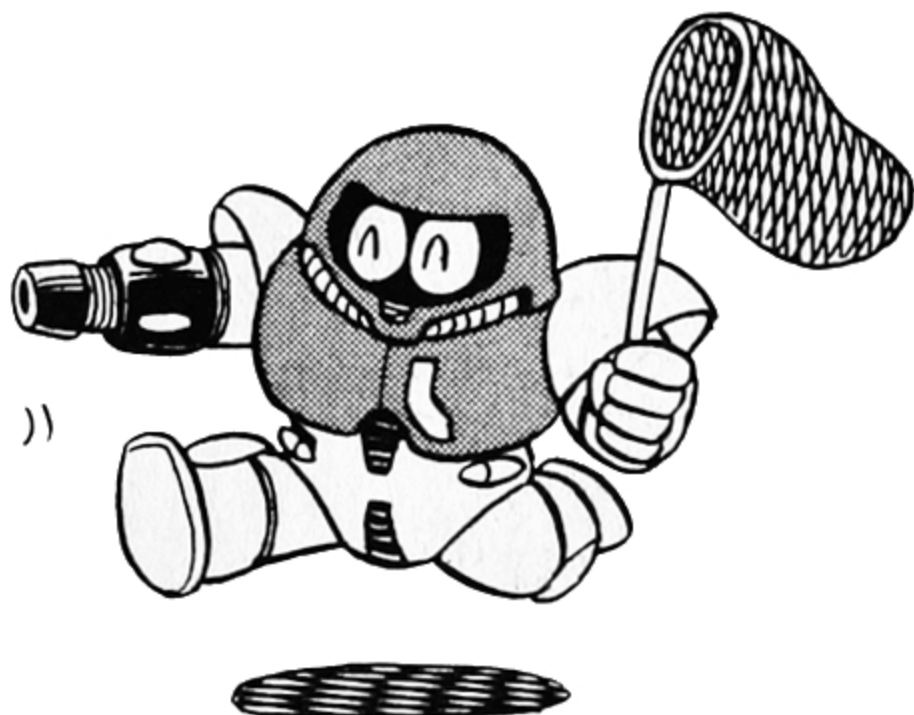
みなづき由宇
MINAZUKI YUJI

©1985 Nintendo

INDEX

METROID

Samus's Adventure Begins	5	Presenting	
Brinstar	1	28	Norfair Map B!!
	2	42	
Presenting			Miniboss Cave 1
Brinstar Map A!!	46		2
Brinstar	3	48	3
	4	54	Techniques for Defeating Ridley
	5	58	This is the
	6	62	Norfair Miniboss Cave!!
	7	66	Brinstar
Presenting			Miniboss Cave 1
Brinstar Map B!!	72		2
Norfair	1	74	Techniques for Defeating Kraid
	2	80	This is the
Brinstar	8	86	Brinstar Miniboss Cave!!
Presenting			Brinstar
Norfair Map A!!	88		9
Norfair	3	90	Tourian
	4	100	Presenting the Tourian Map!!
			This is the
			Whole Map of Zebes!!



SAMUS'S ADVENTURE BEINGS

YEAR 20XX,
COSMO
CALENDAR.

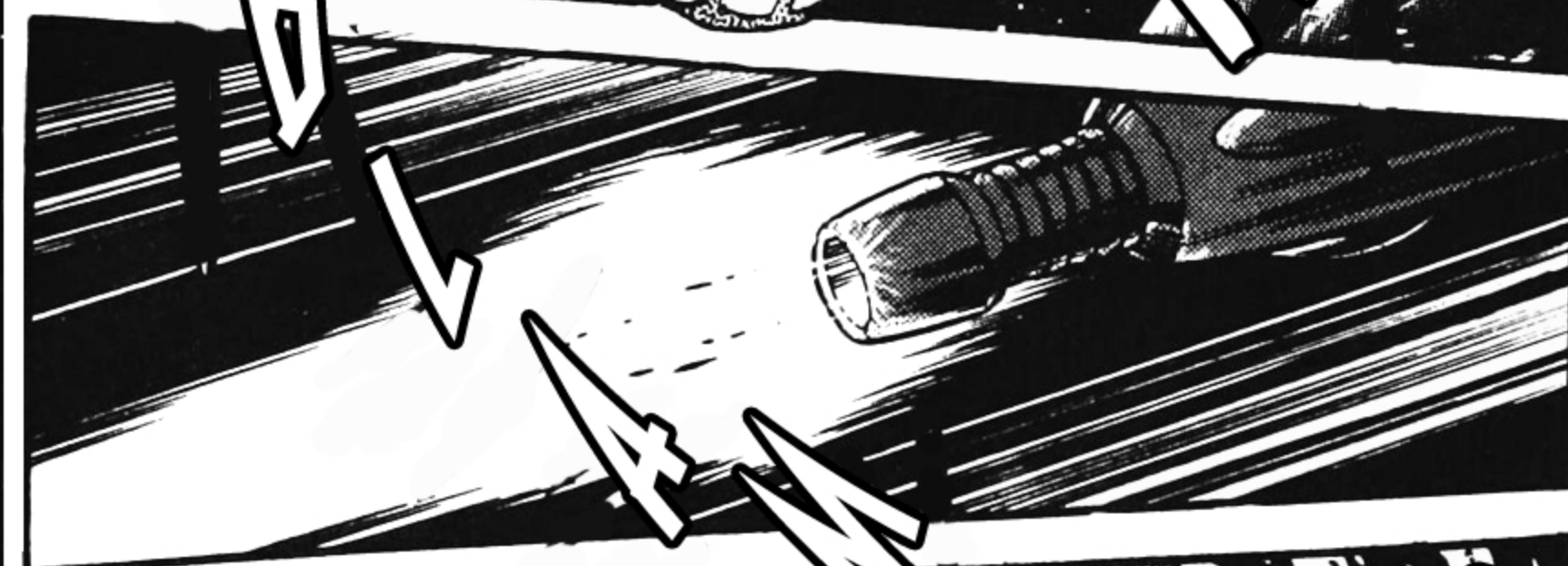
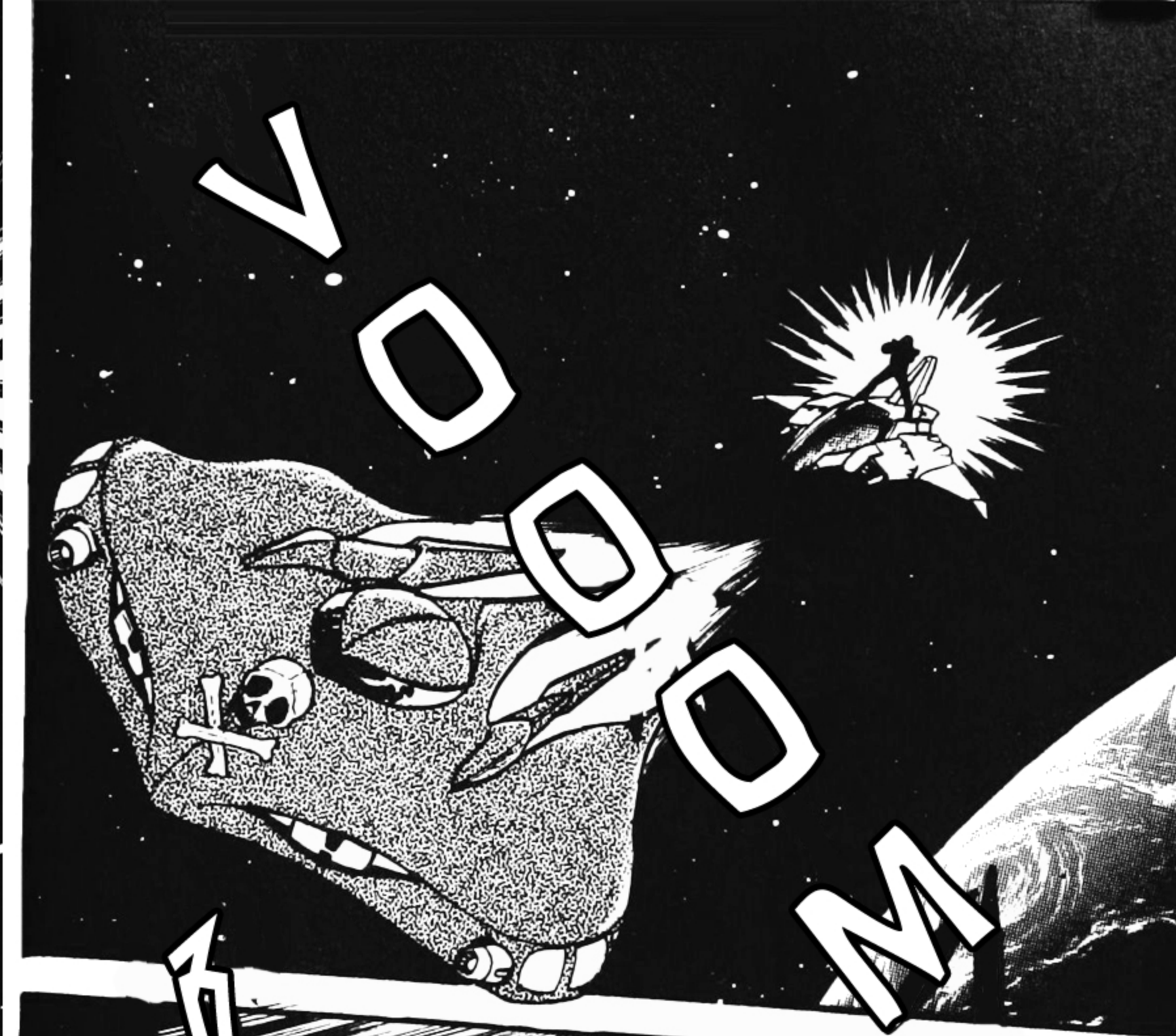
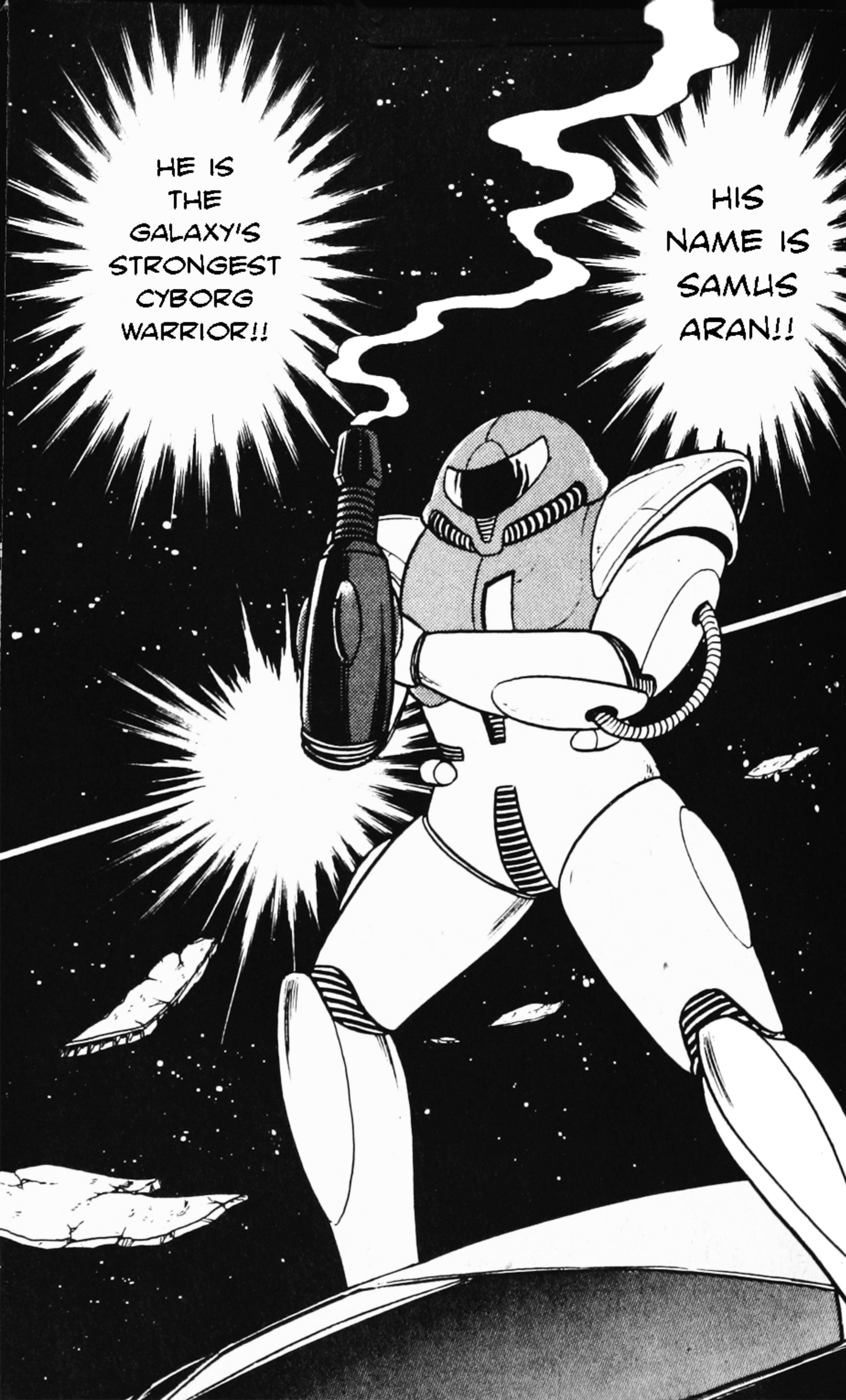
THERE
IS ONE
HERO WHO
TRAVELS
THE
GALAXY!!

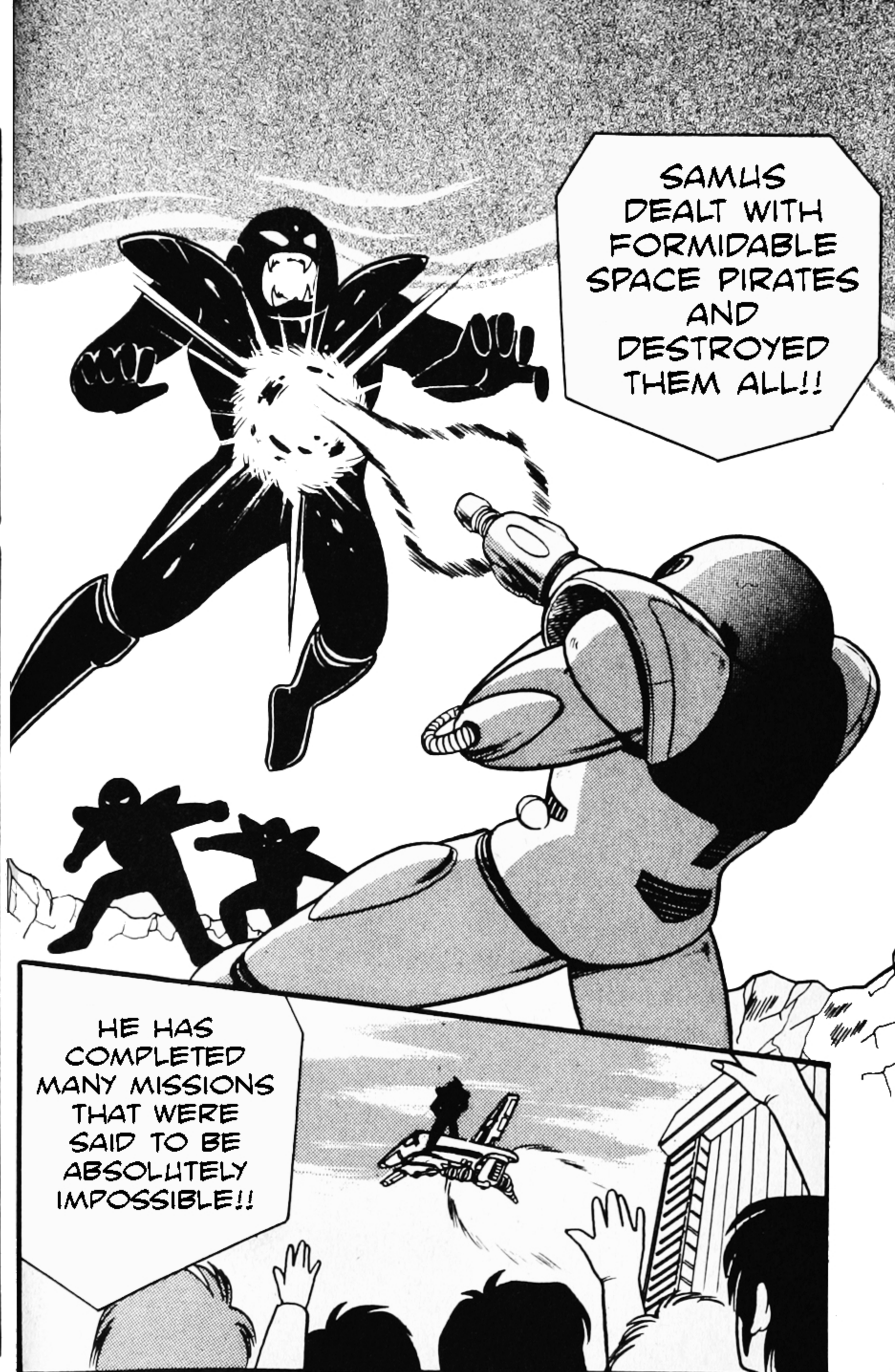
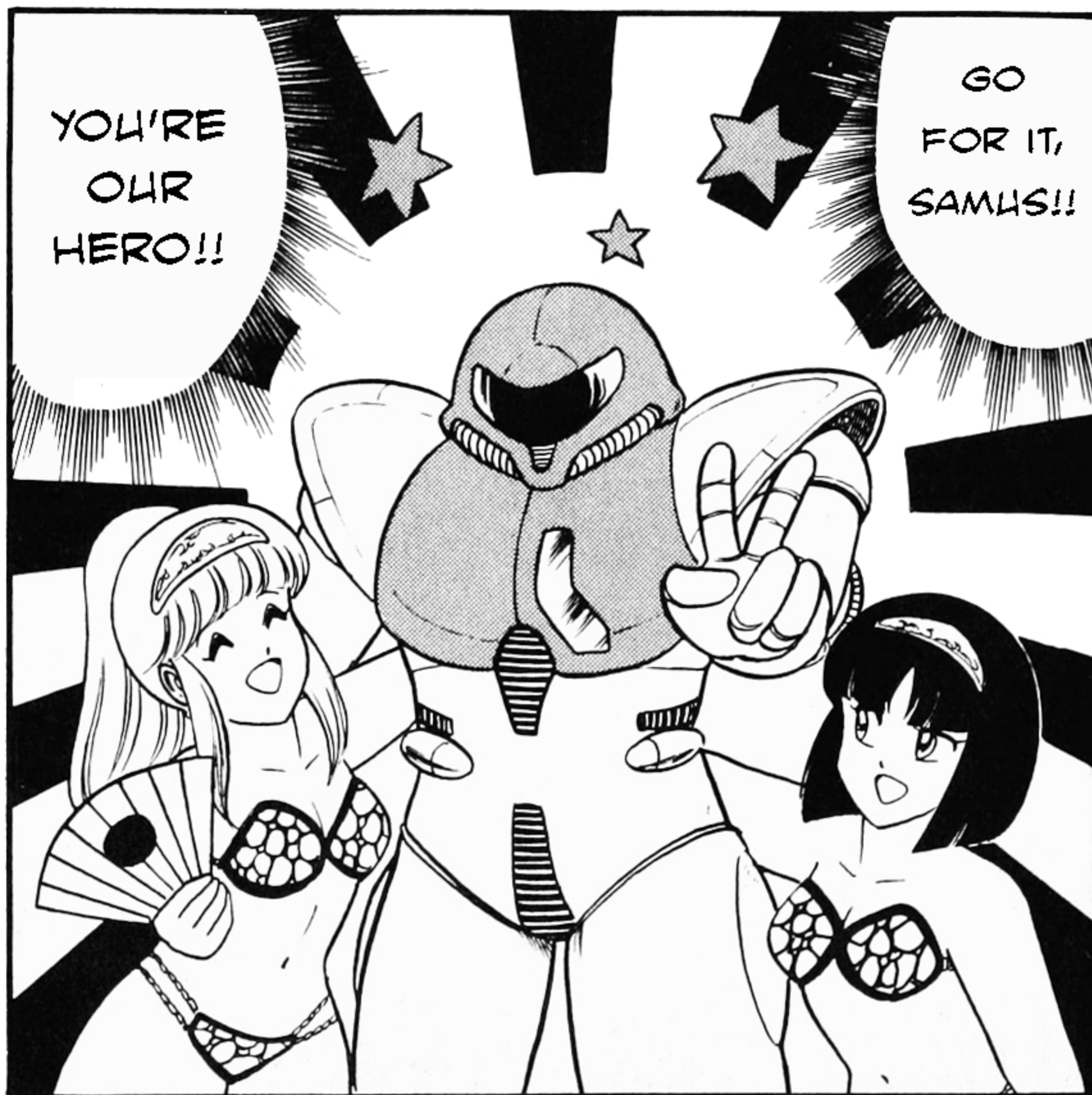
HERO

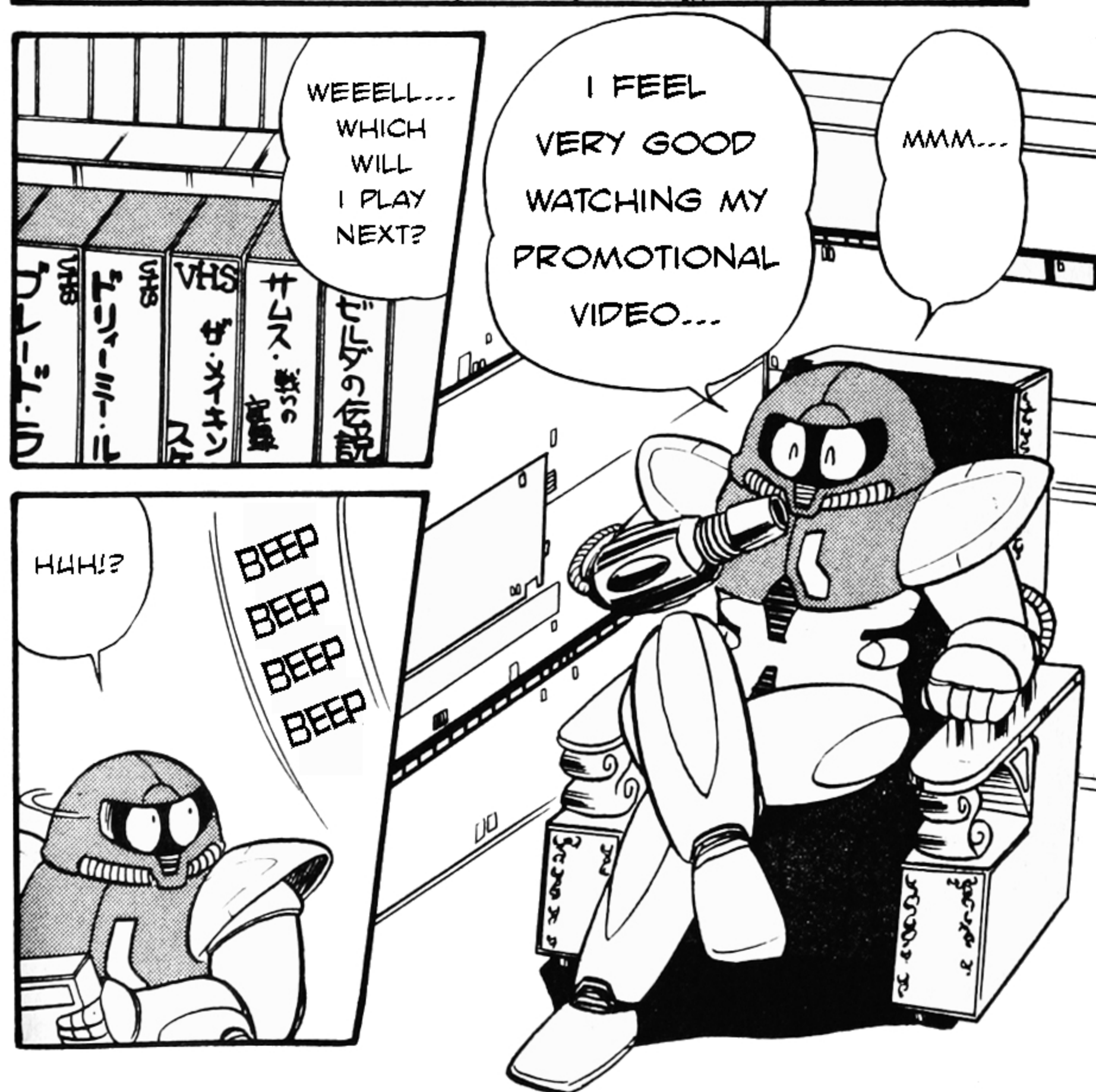
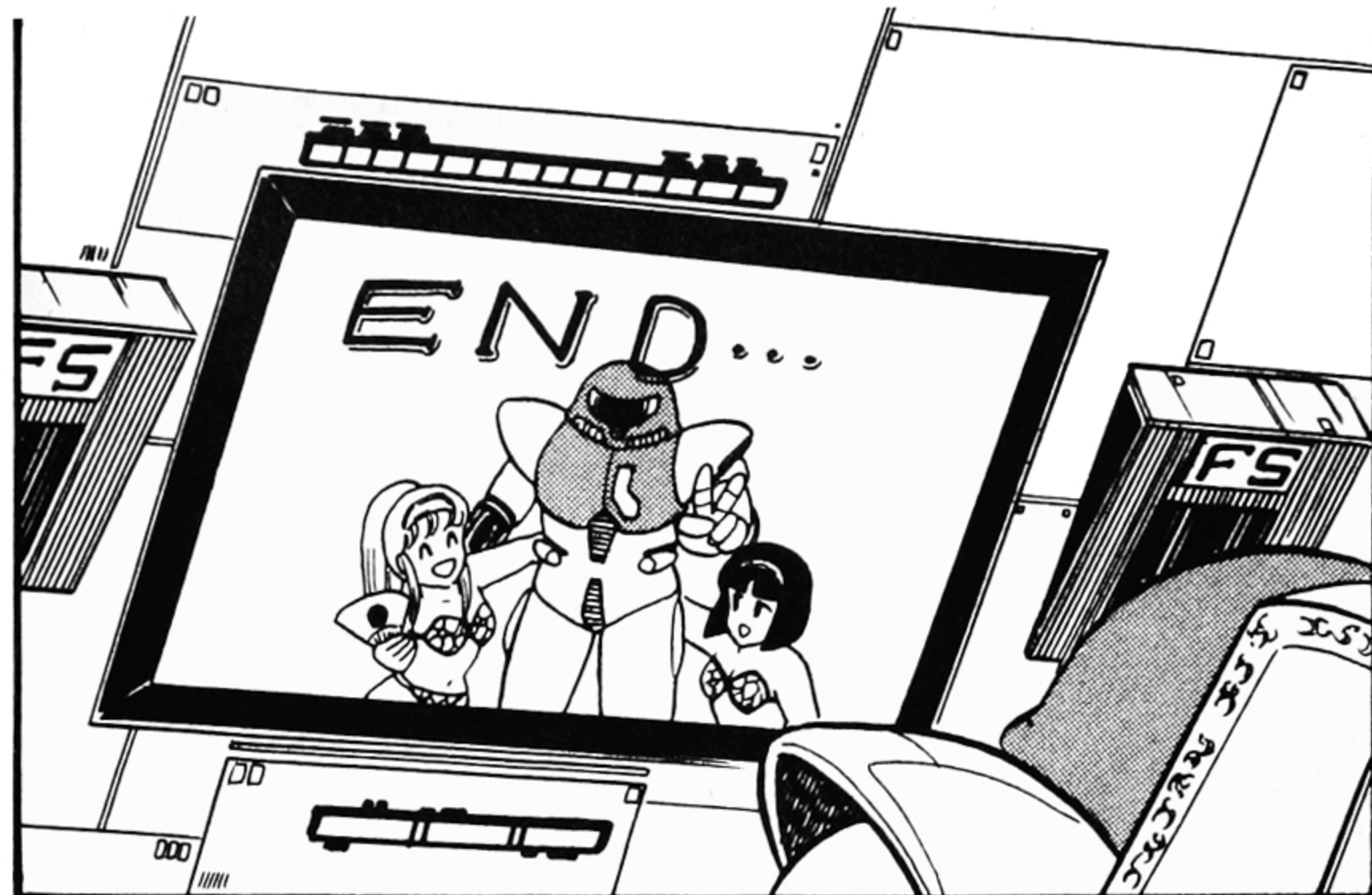
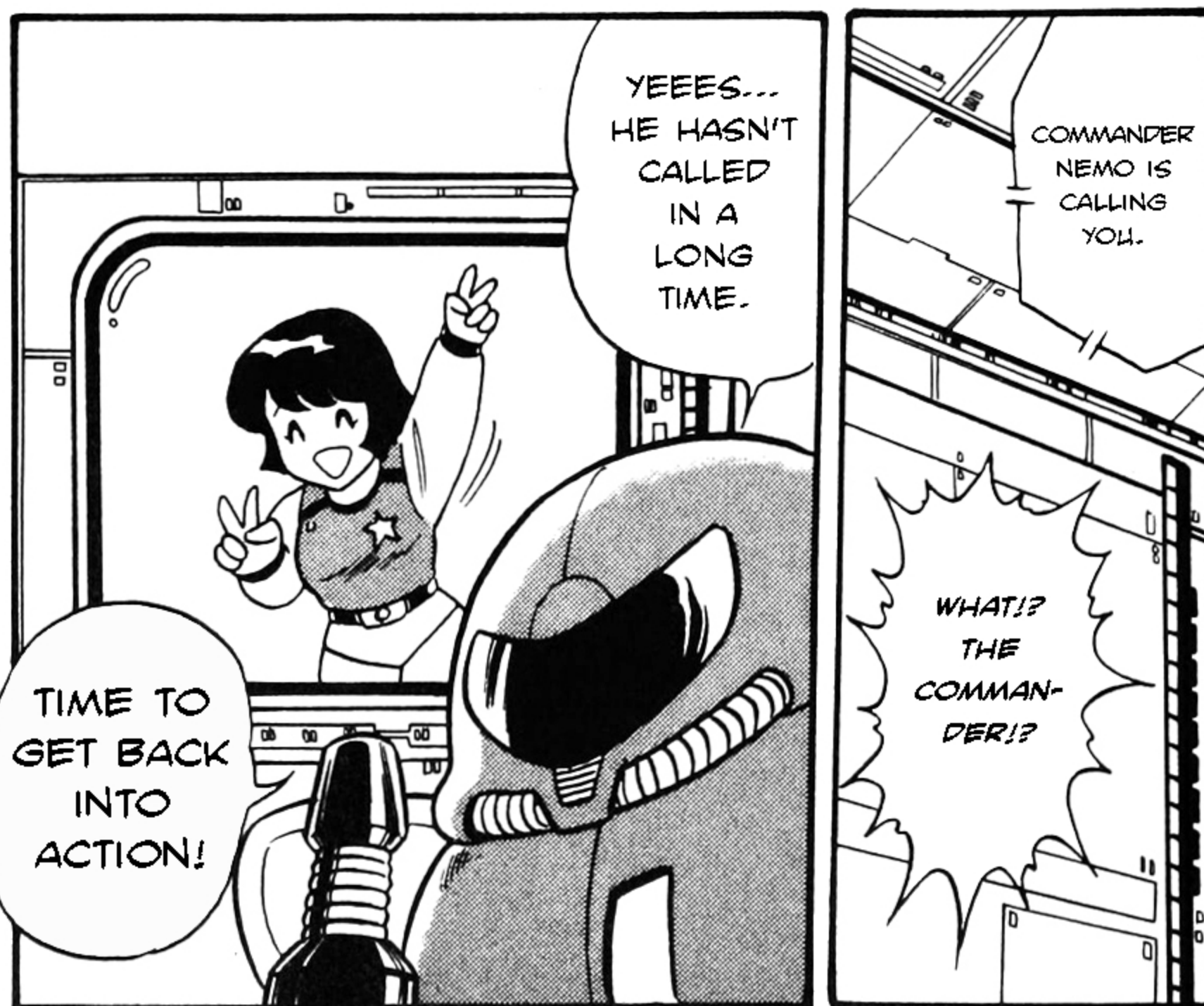
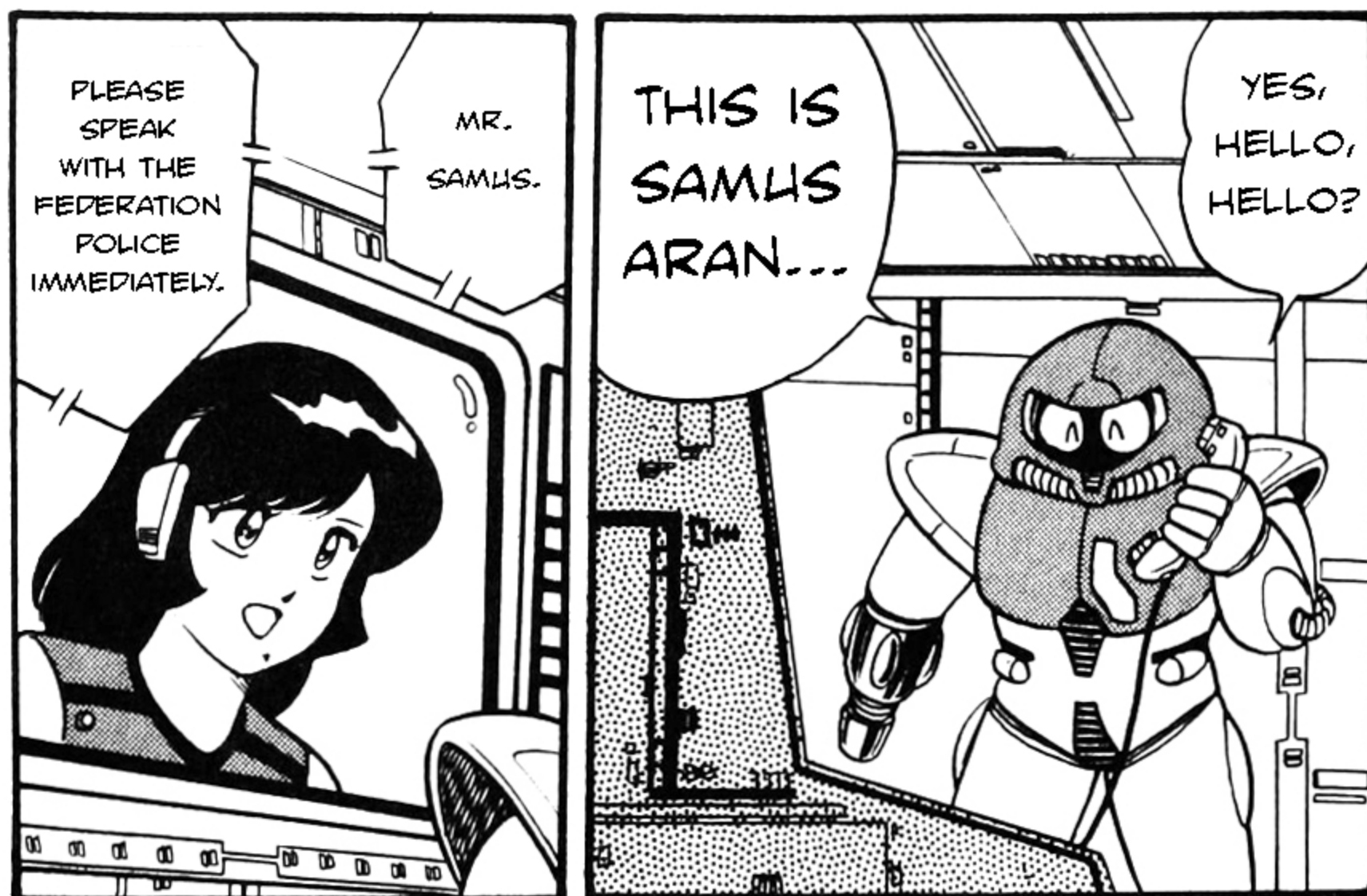


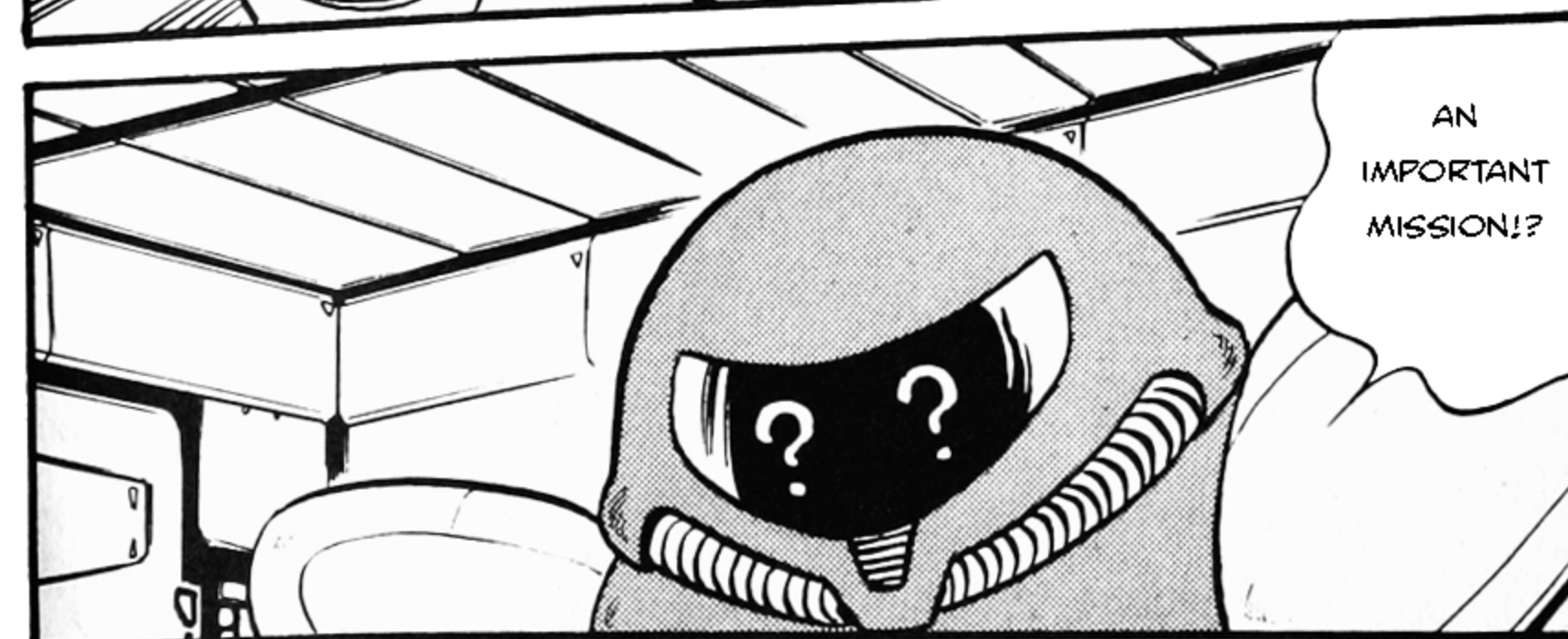
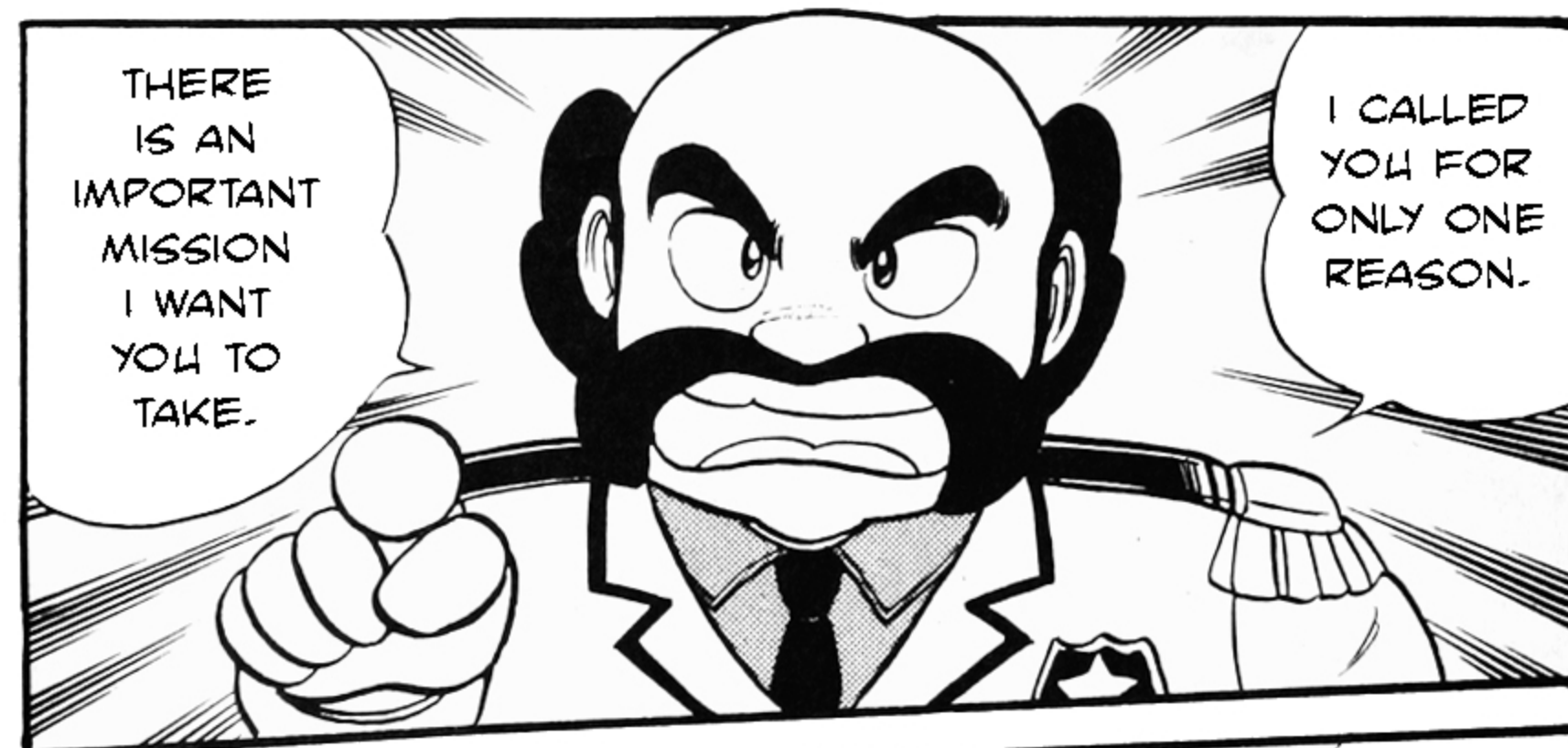
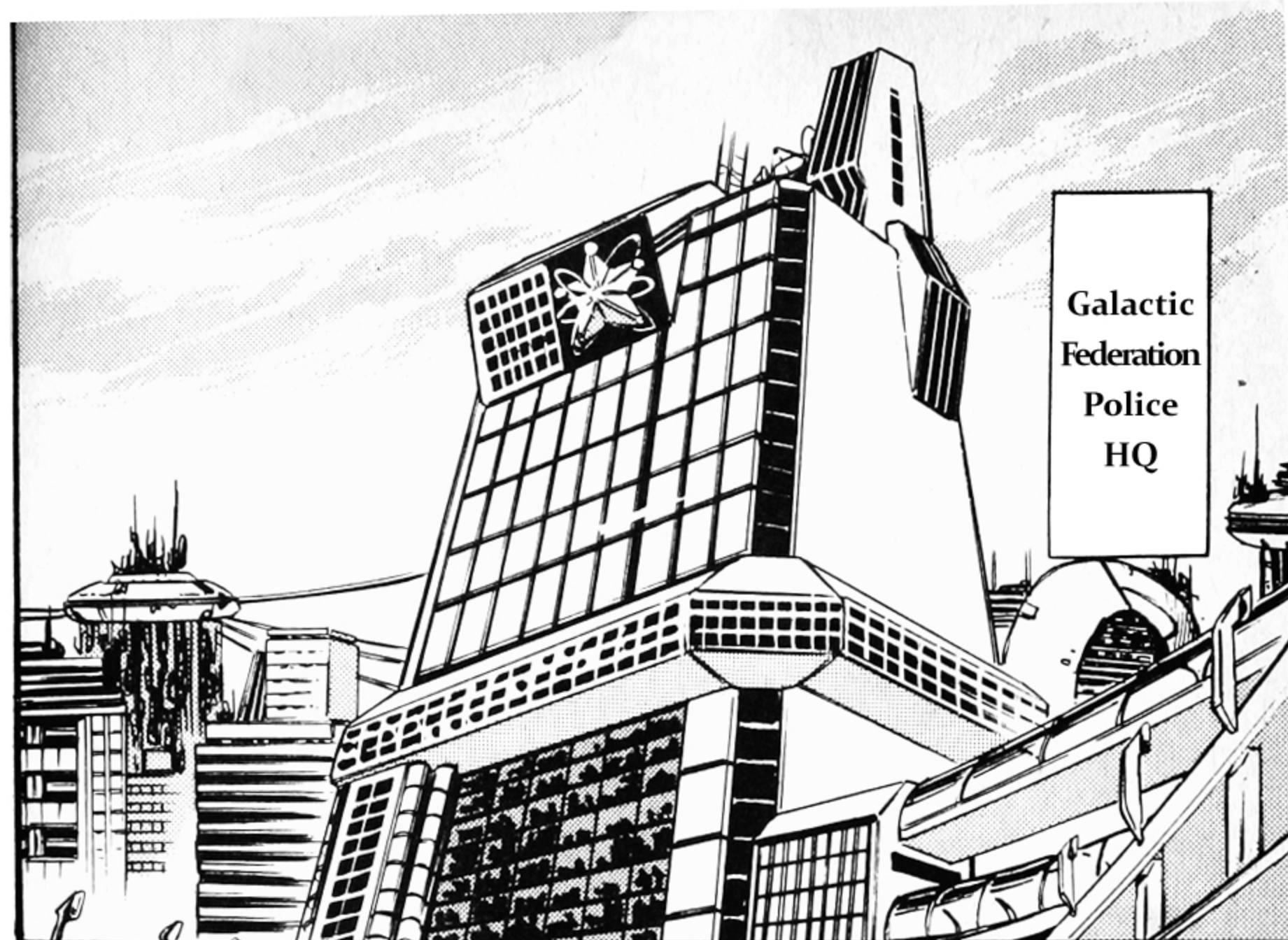
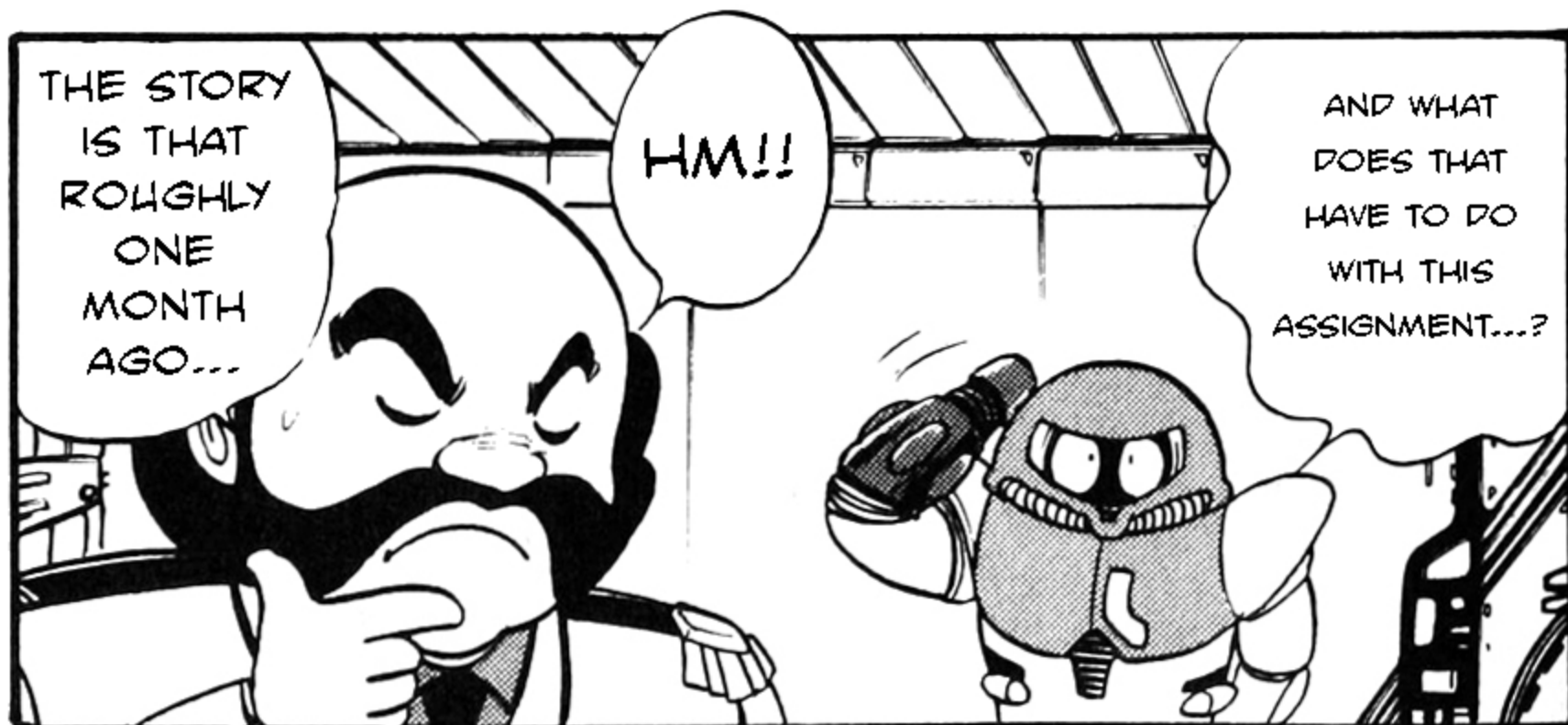
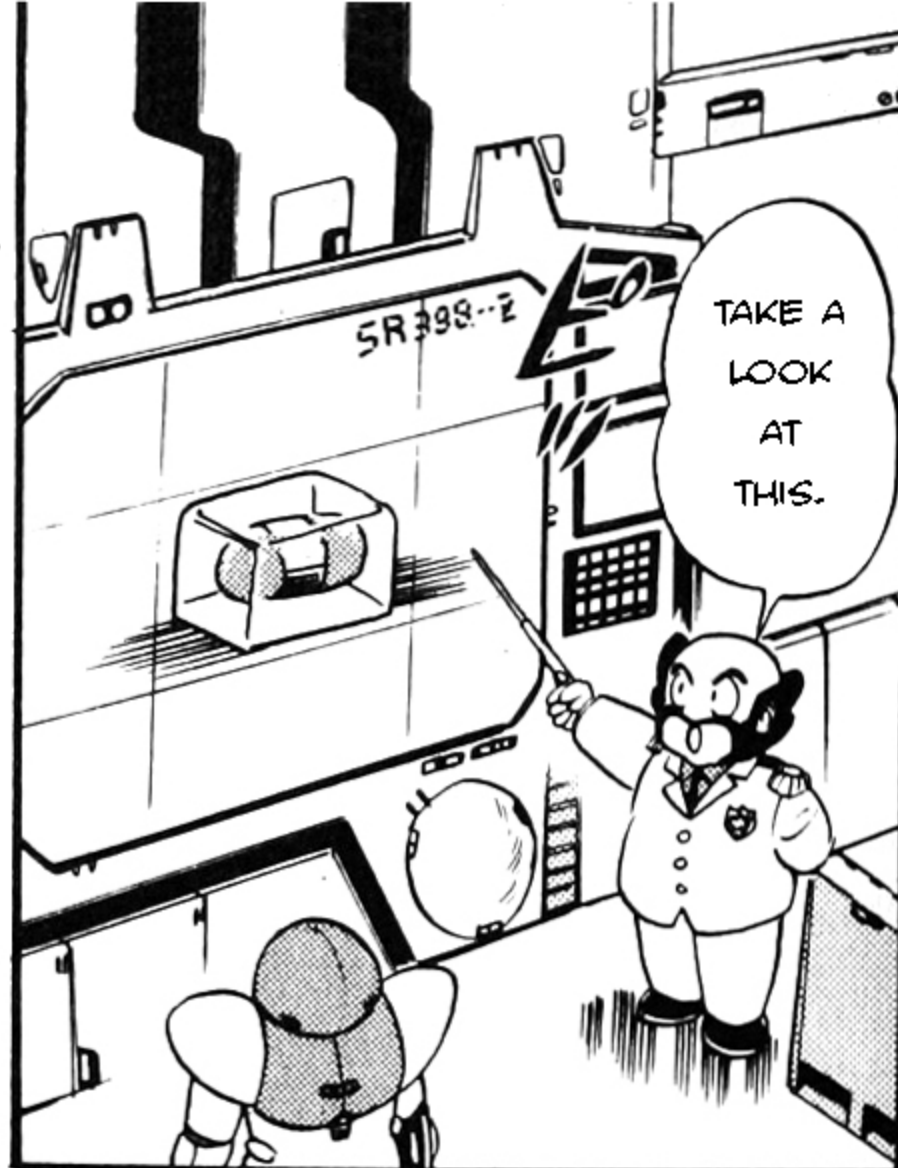
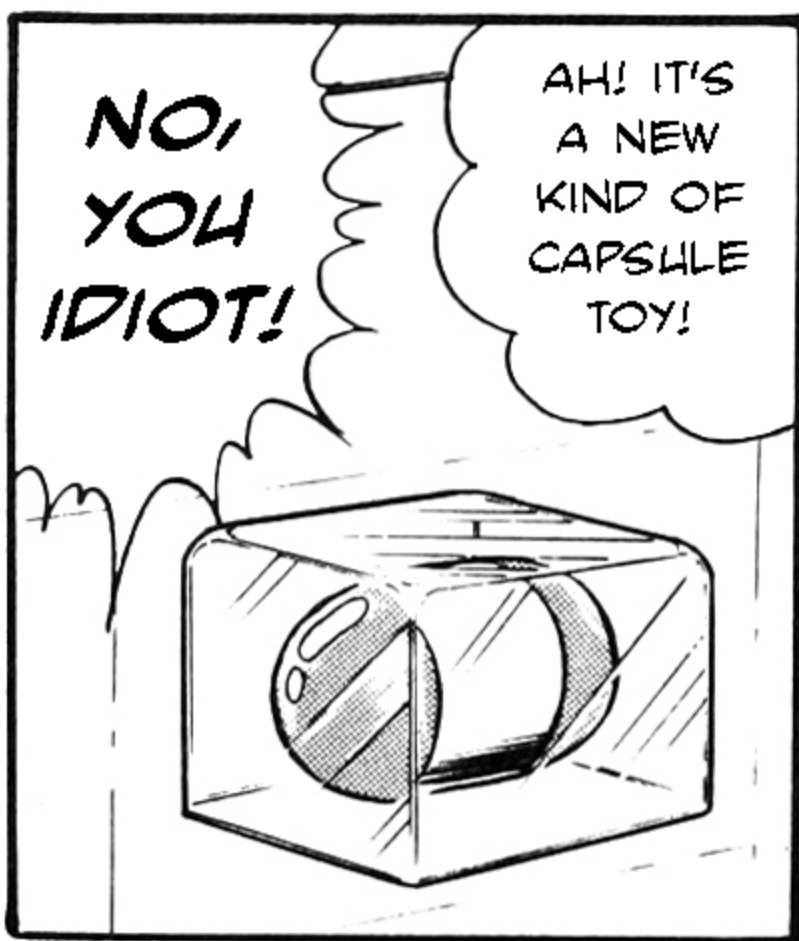
HE IS
THE
GALAXY'S
STRONGEST
CYBORG
WARRIOR!!

HIS
NAME IS
SAMUS
ARAN!!

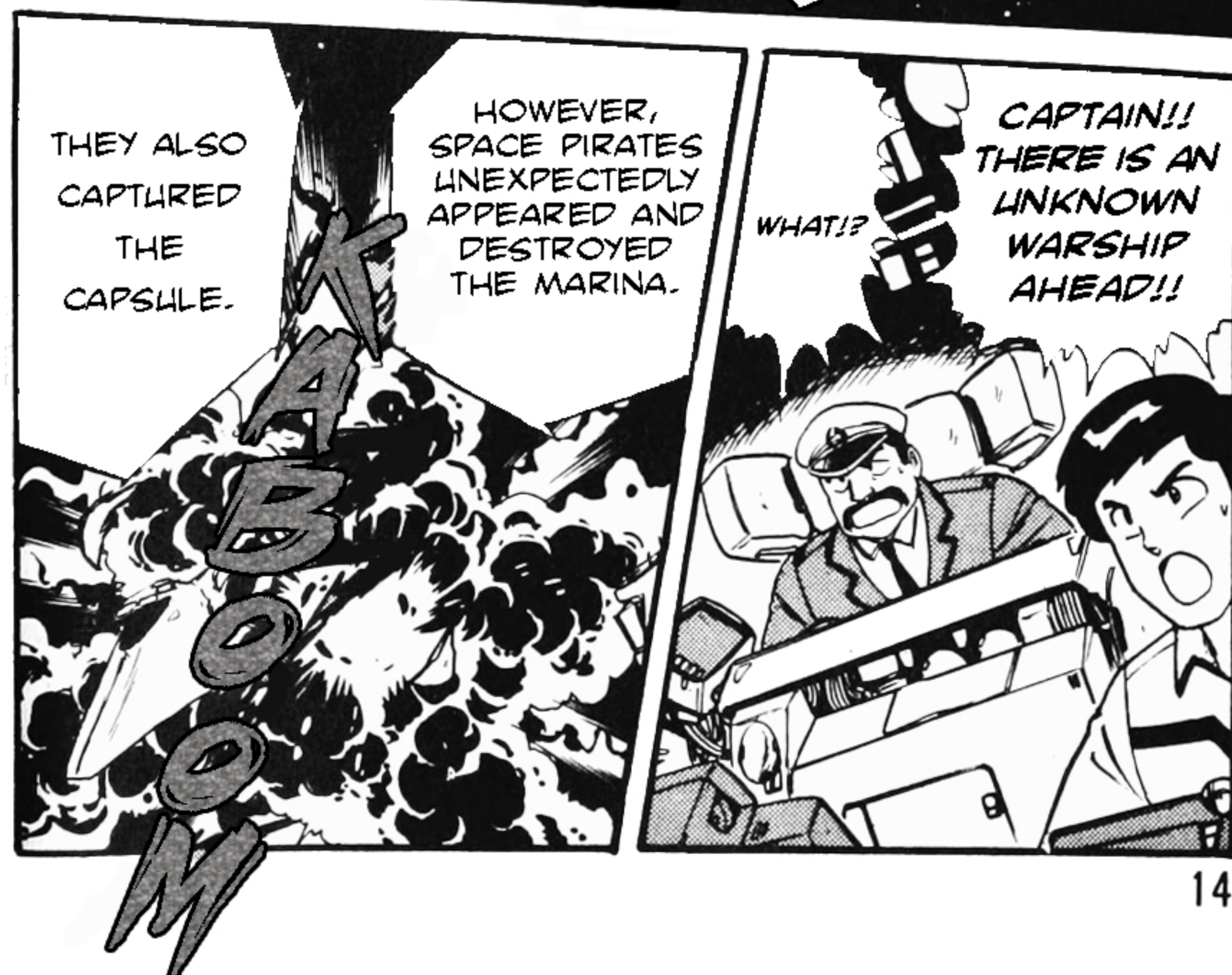
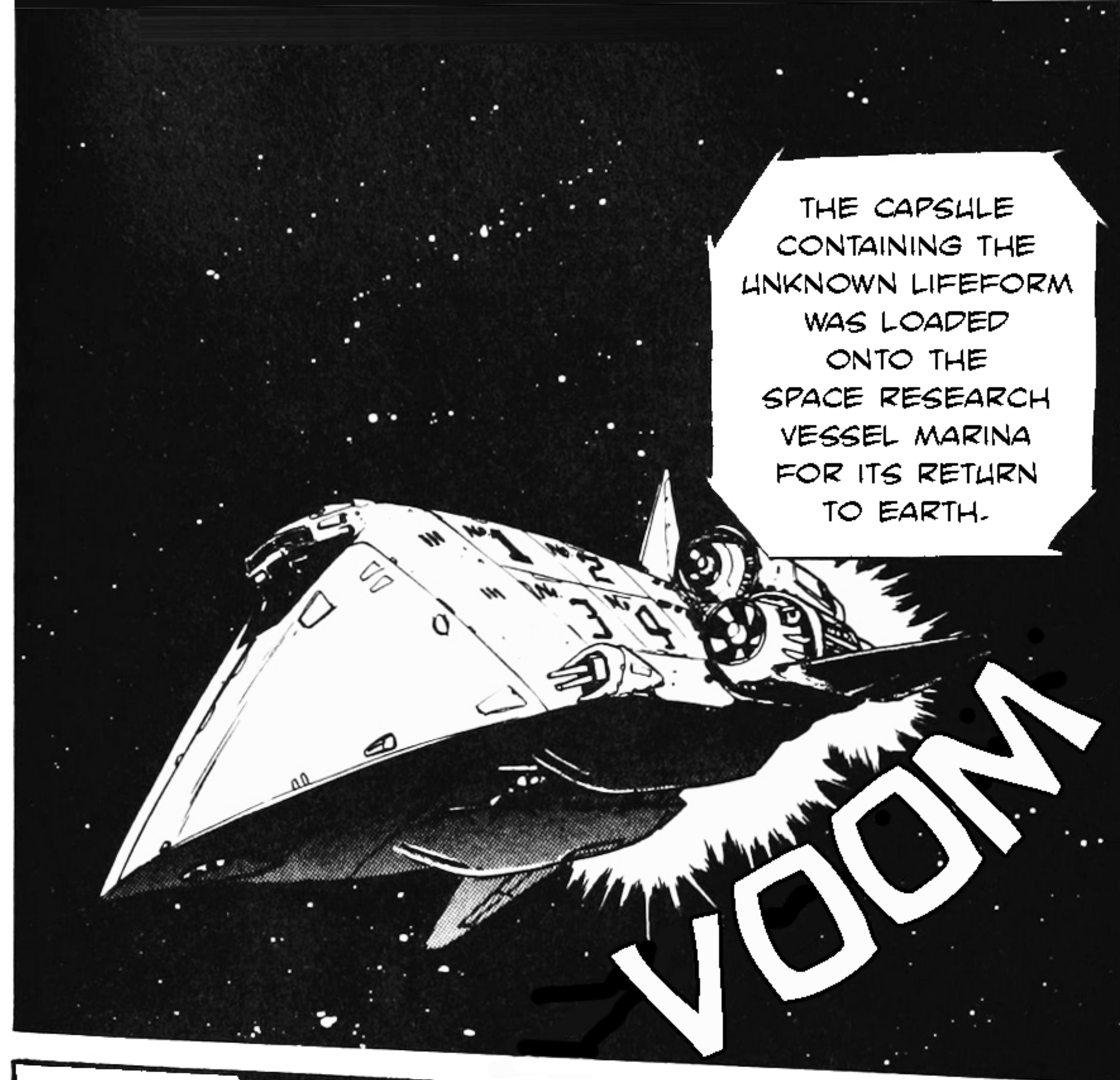
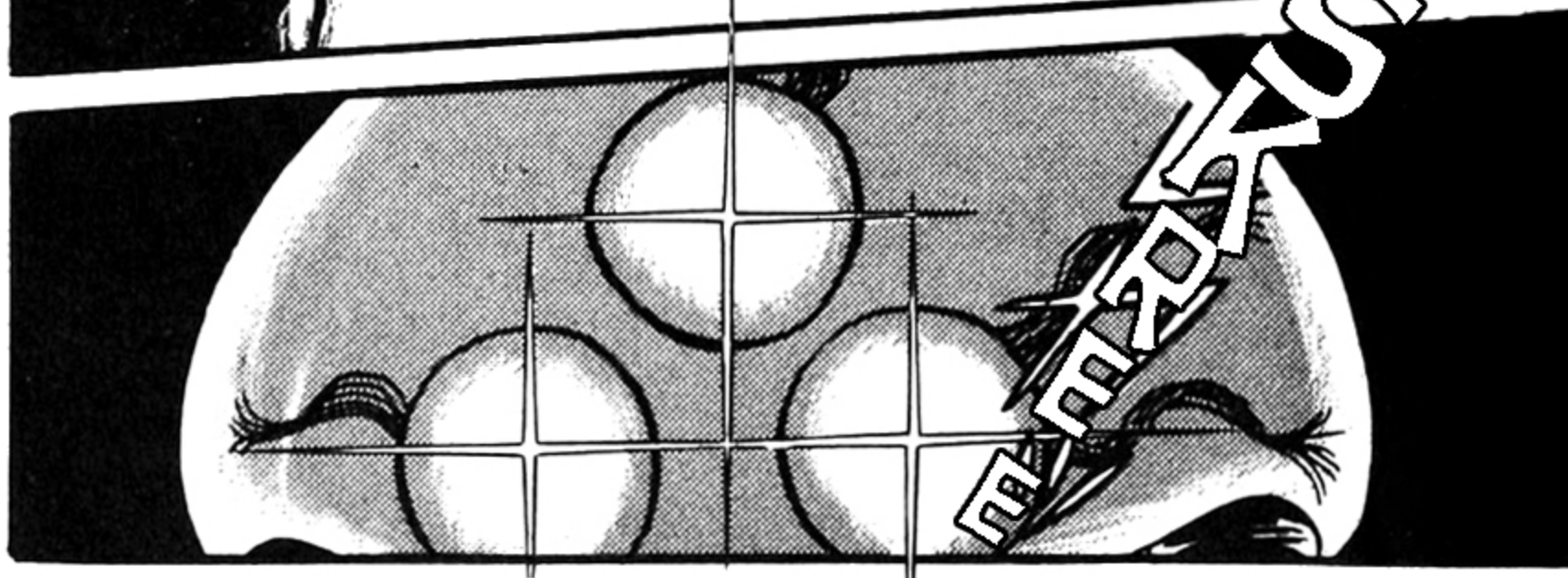
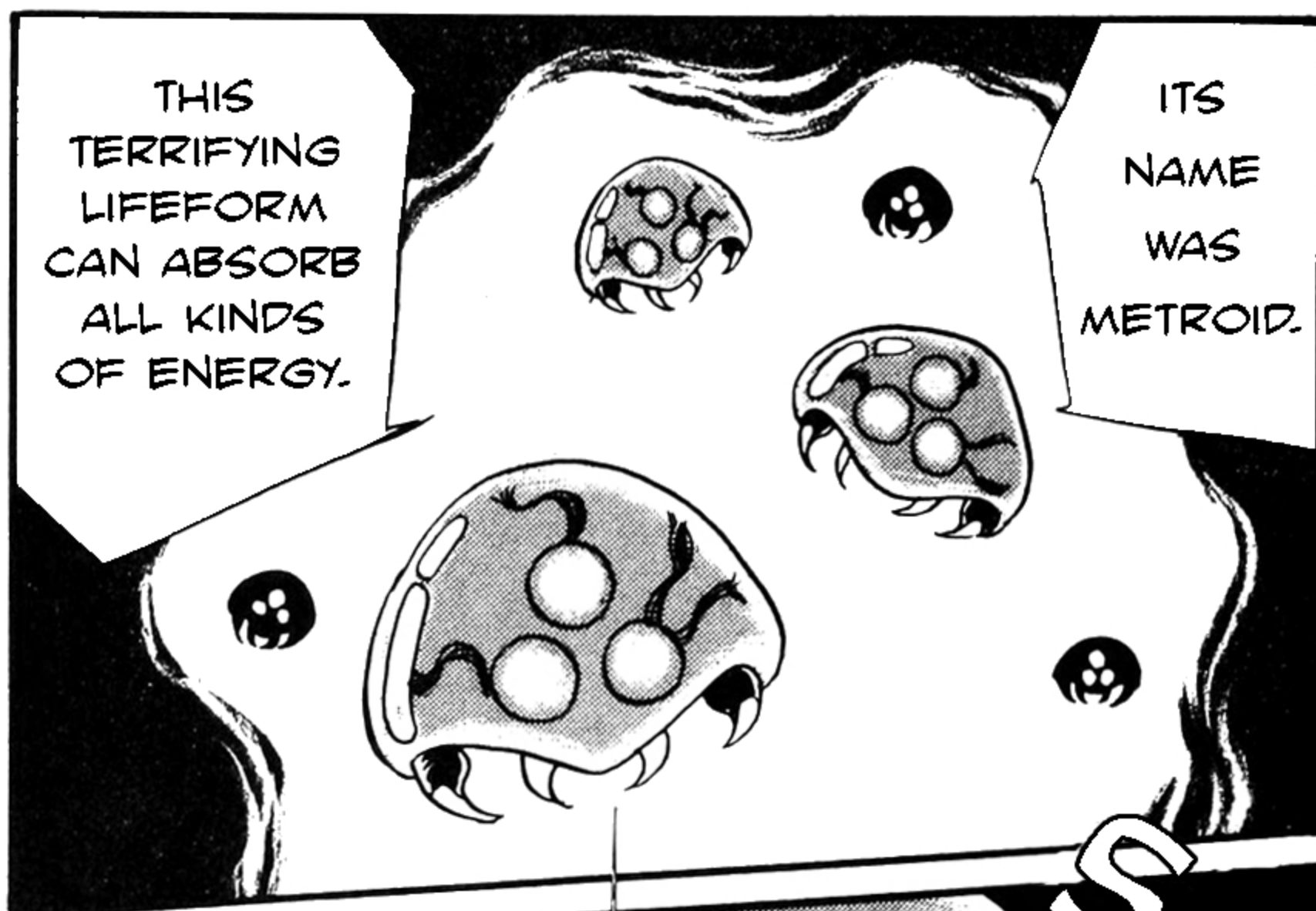
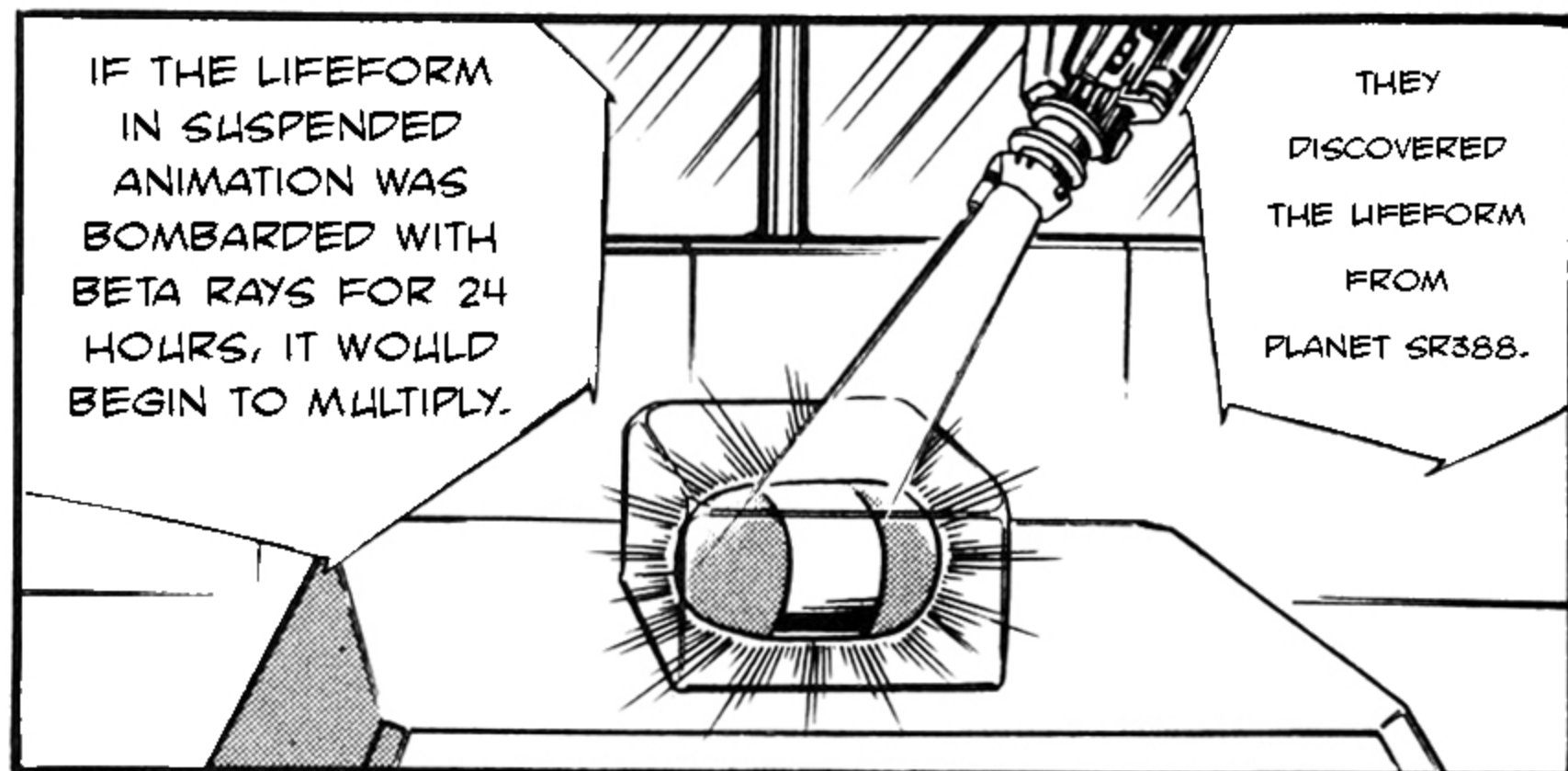


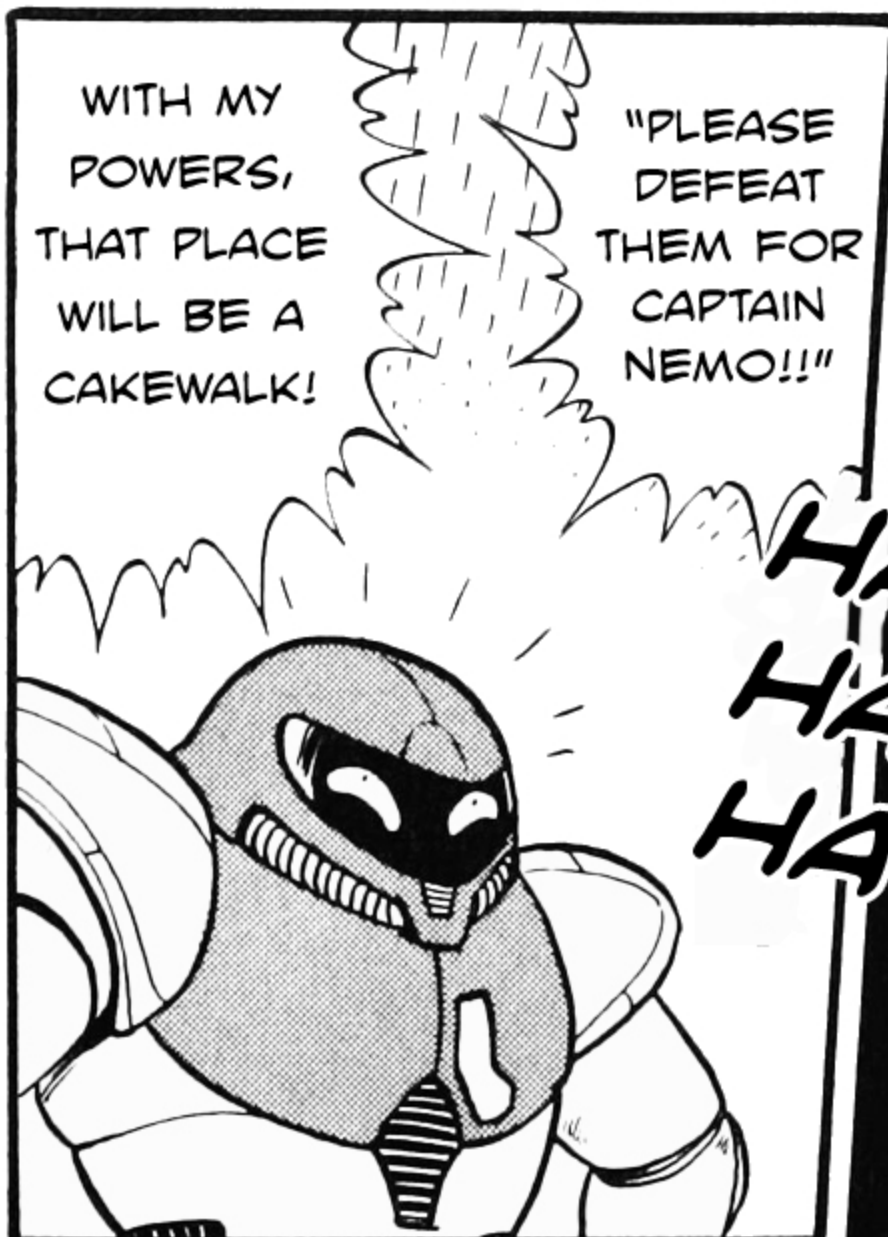






Perfect Strategy Guide 10





WITH MY
POWERS,
THAT PLACE
WILL BE A
CAKEWALK!

"PLEASE
DEFEAT
THEM FOR
CAPTAIN
NEMO!!!"

HA
HA
HA



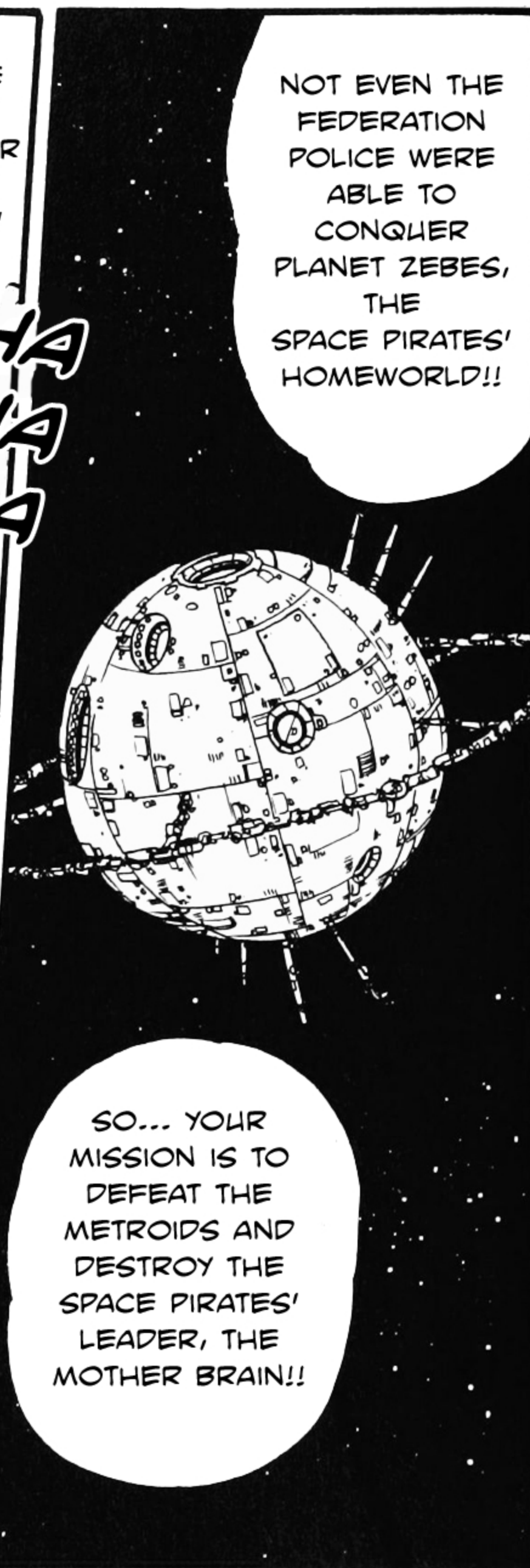
I WONDER
IF YOUR
SKILLS
HAVE
GOTTEN
RUSTY...

AND YET,
THIS IS
YOUR FIRST
MISSION
IN A LONG
WHILE.



HAH!?

THAT'S WHY
I HAVE A
LITTLE TEST
TO GIVE YOU...



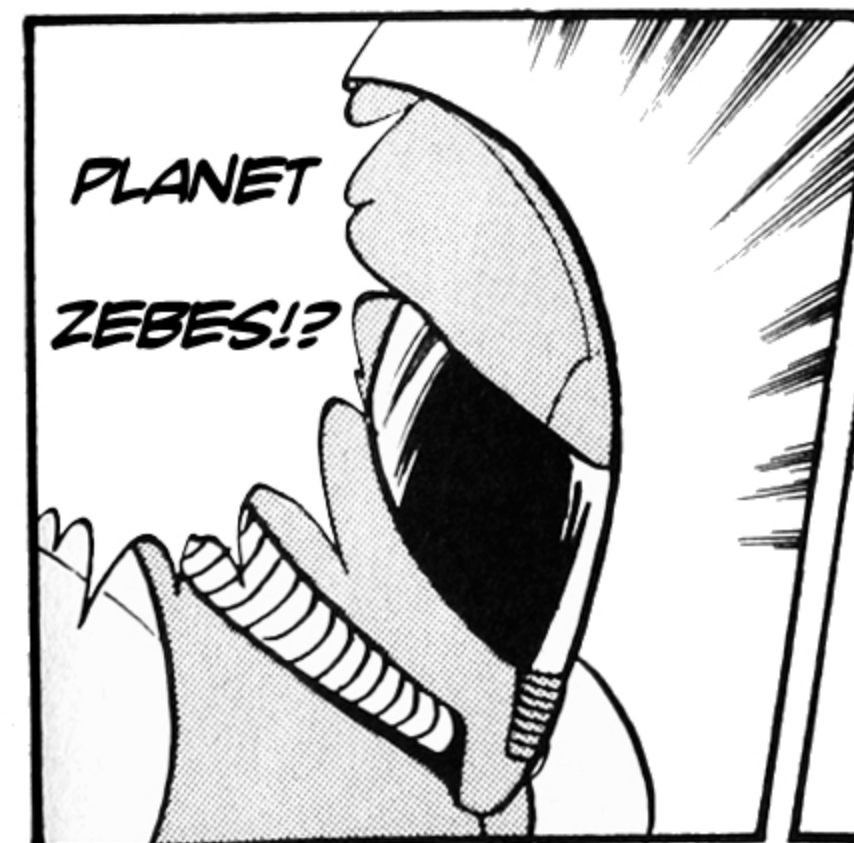
NOT EVEN THE
FEDERATION
POLICE WERE
ABLE TO
CONQUER
PLANET ZEBES,
THE
SPACE PIRATES'
HOMEWORLD!!

SO... YOUR
MISSION IS TO
DEFEAT THE
METROIDS AND
DESTROY THE
SPACE PIRATES'
LEADER, THE
MOTHER BRAIN!!

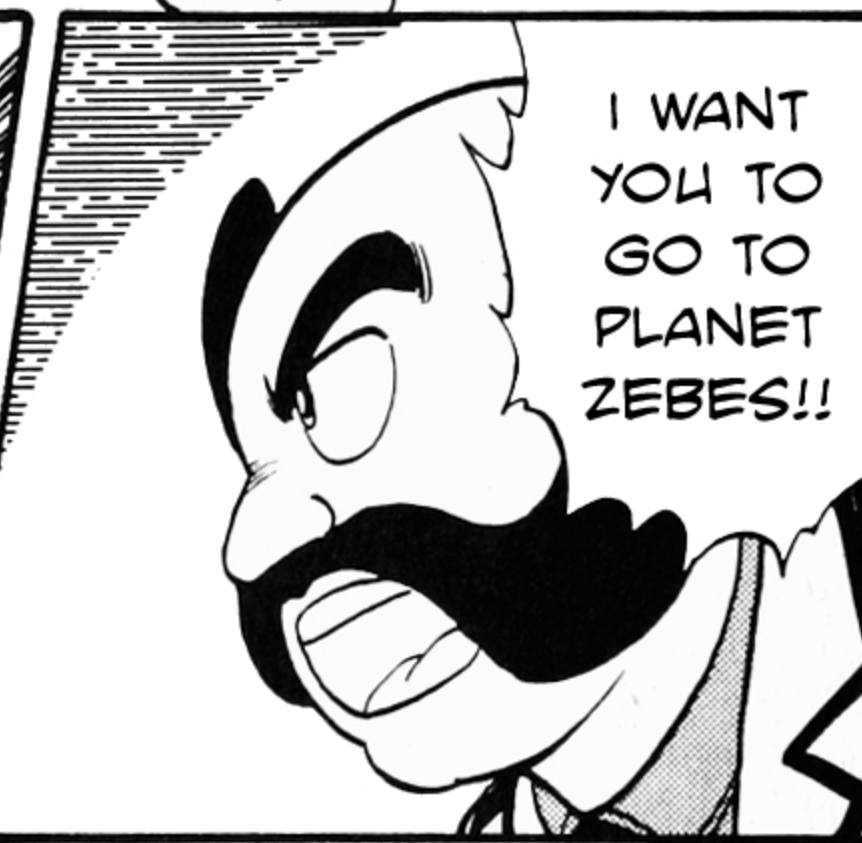


IF THE METROID WERE
TO FALL INTO THE HANDS
OF THE SPACE PIRATES AND
WAS MULTIPLIED TO BE USED
AS A WEAPON, GALACTIC
CIVILIZATION WOULD BE
DESTROYED!!

WE MUST
NOT ALLOW
THEM TO
GO ON
UNOPPOSED!!

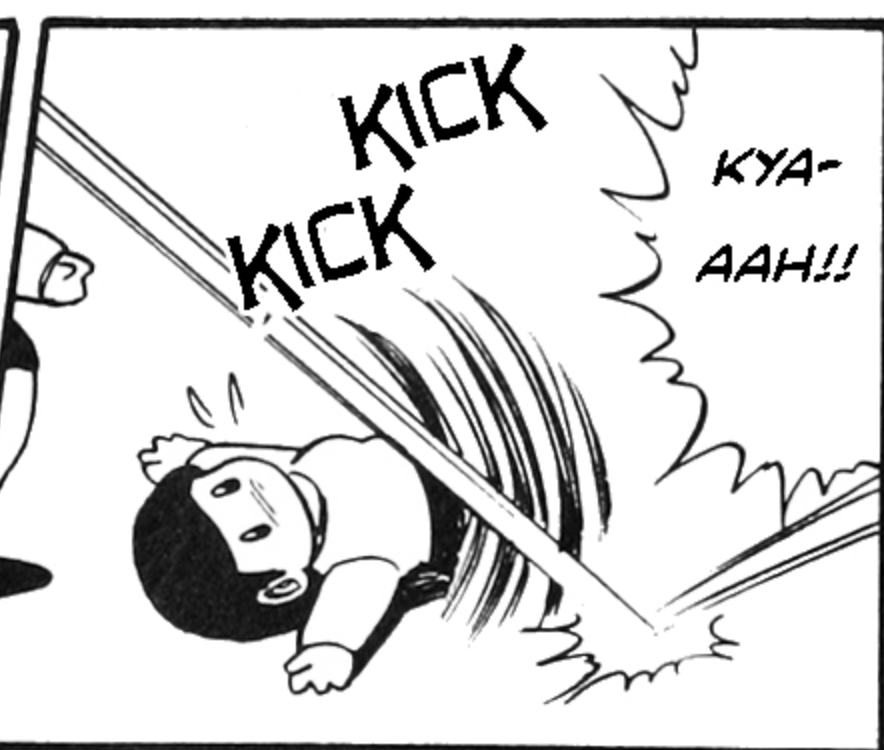
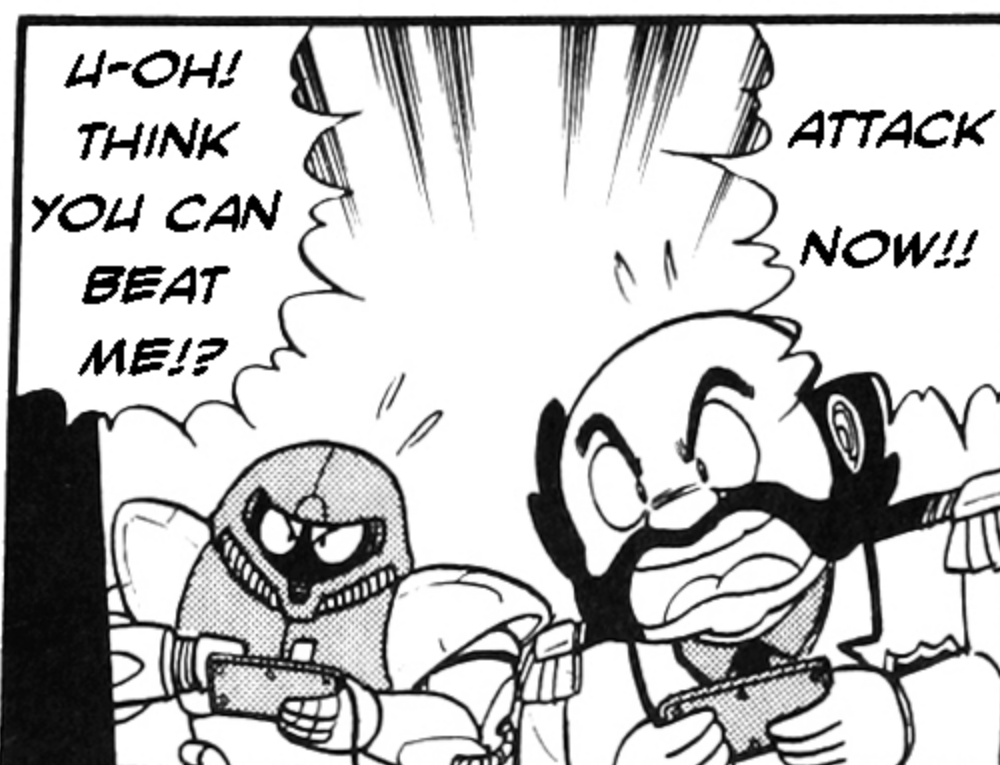
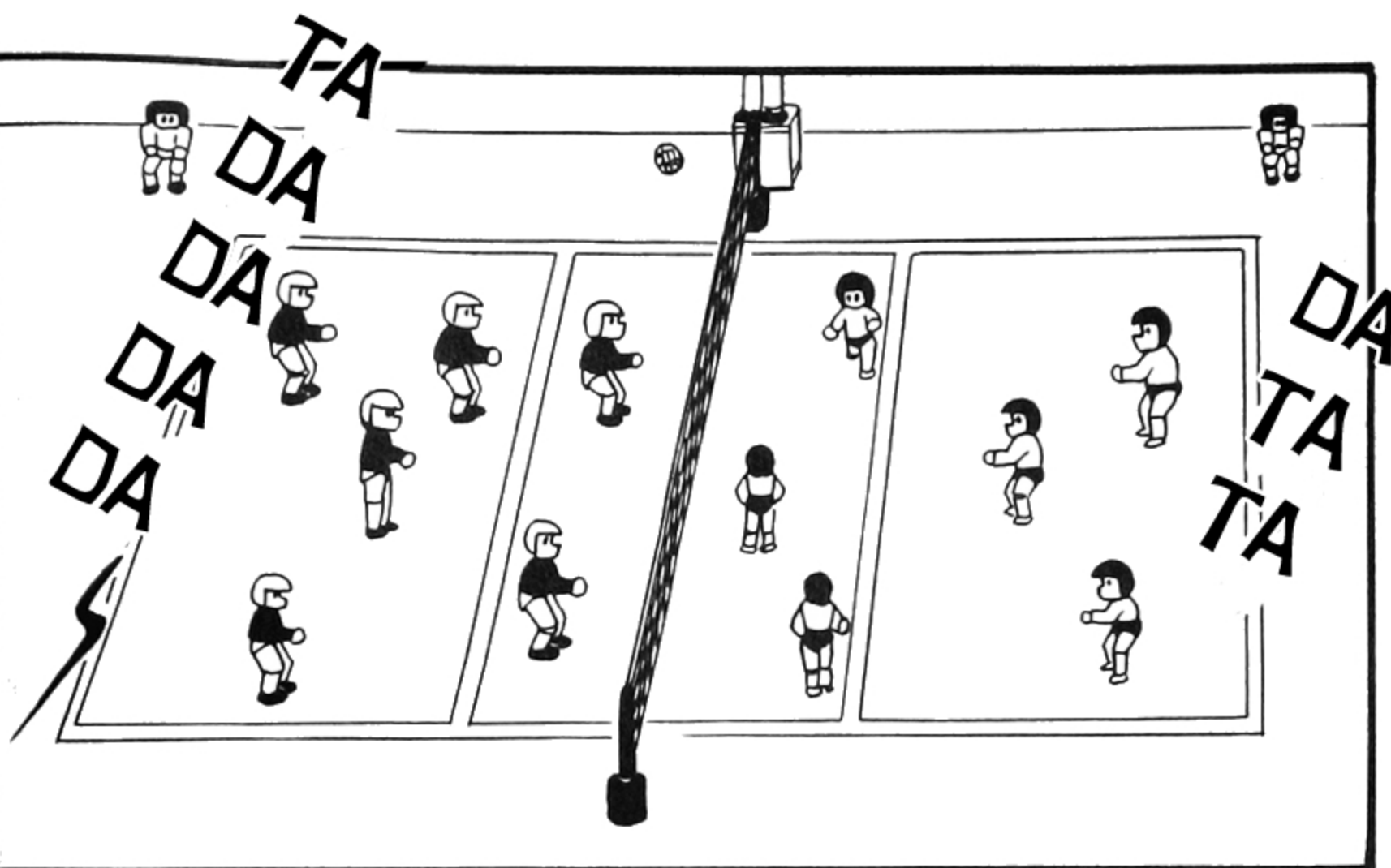
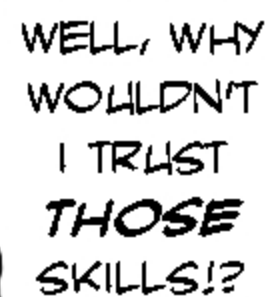
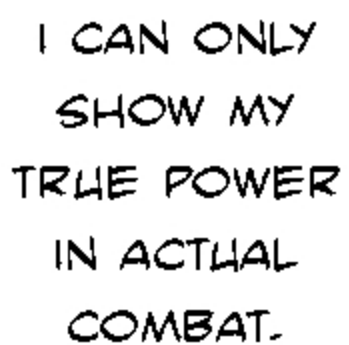


PLANET
ZEBES!?

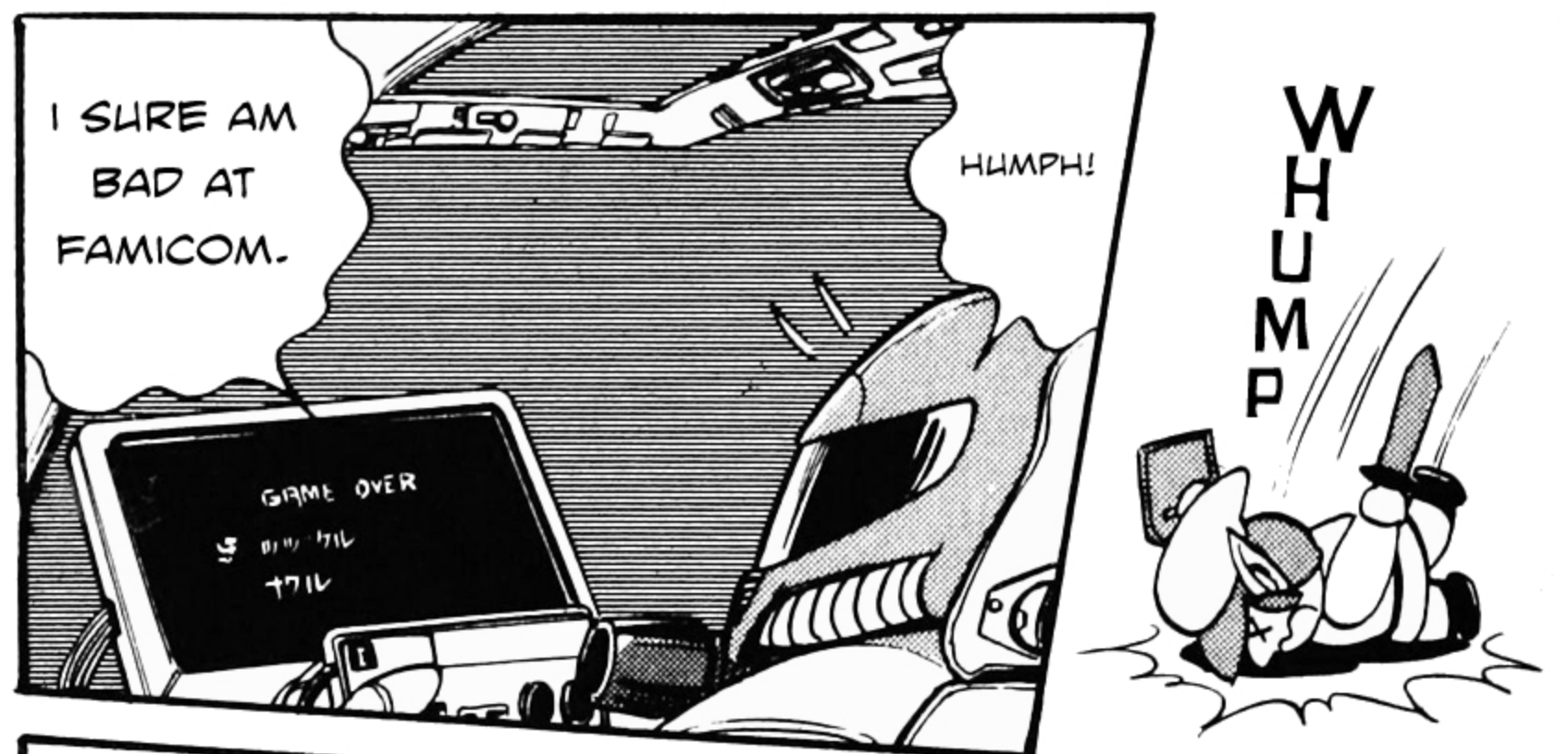
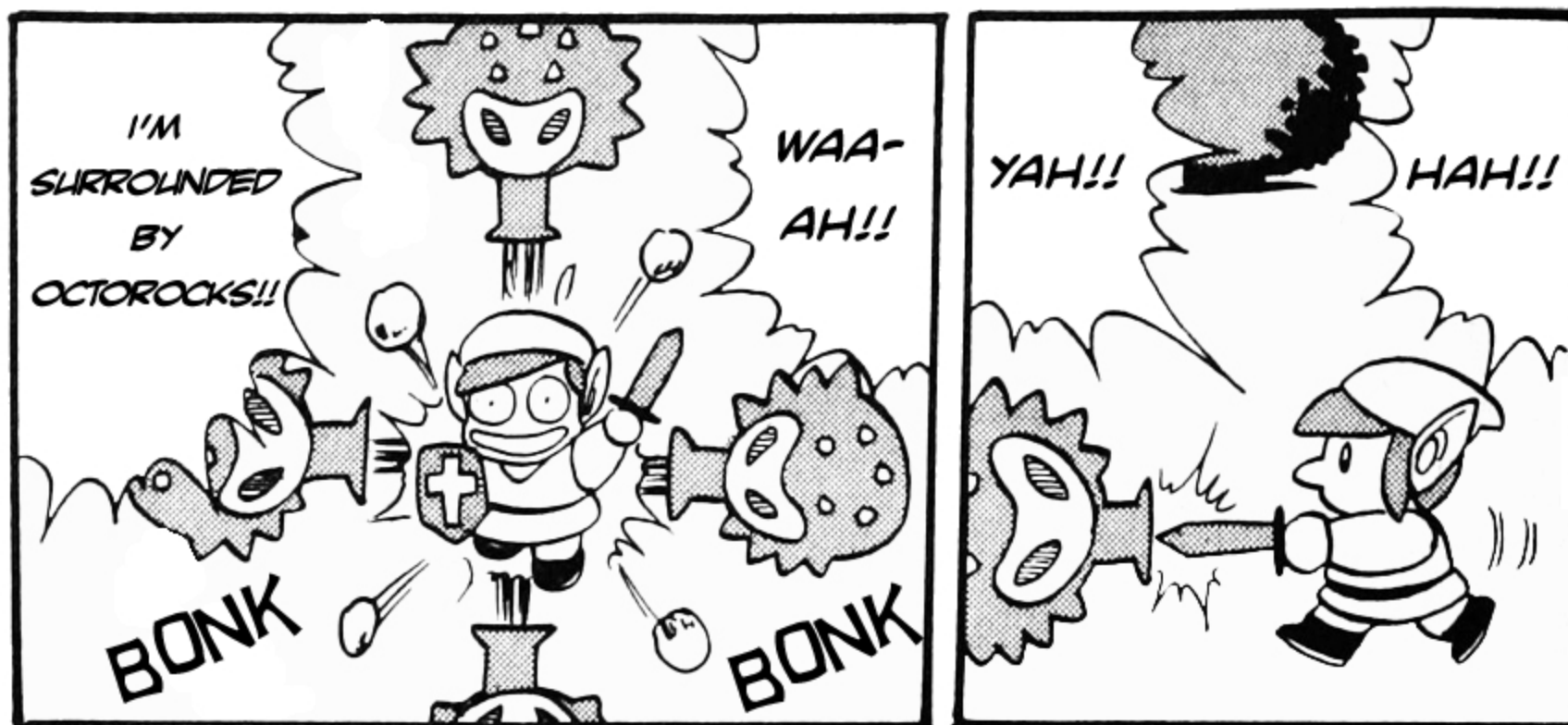


I WANT
YOU TO
GO TO
PLANET
ZEBES!!

WELL! SEEMS
YOUR
REFLEXES
HAVE GOTTEN
DULL.....



Perfect Strategy Guide 10



And so, Samus boarded his Cosmo Liner and headed for the fortress planet Zebes.



LET'S GO,
COSMO
LINER!!

OKAY!
THIS
LOOKS
LIKE A
TOUGH
FIGHT!!

THERE ARE
MANY UNKNOWN
FIGHTER CRAFT
APPROACHING.

WARNING!
WARNING!

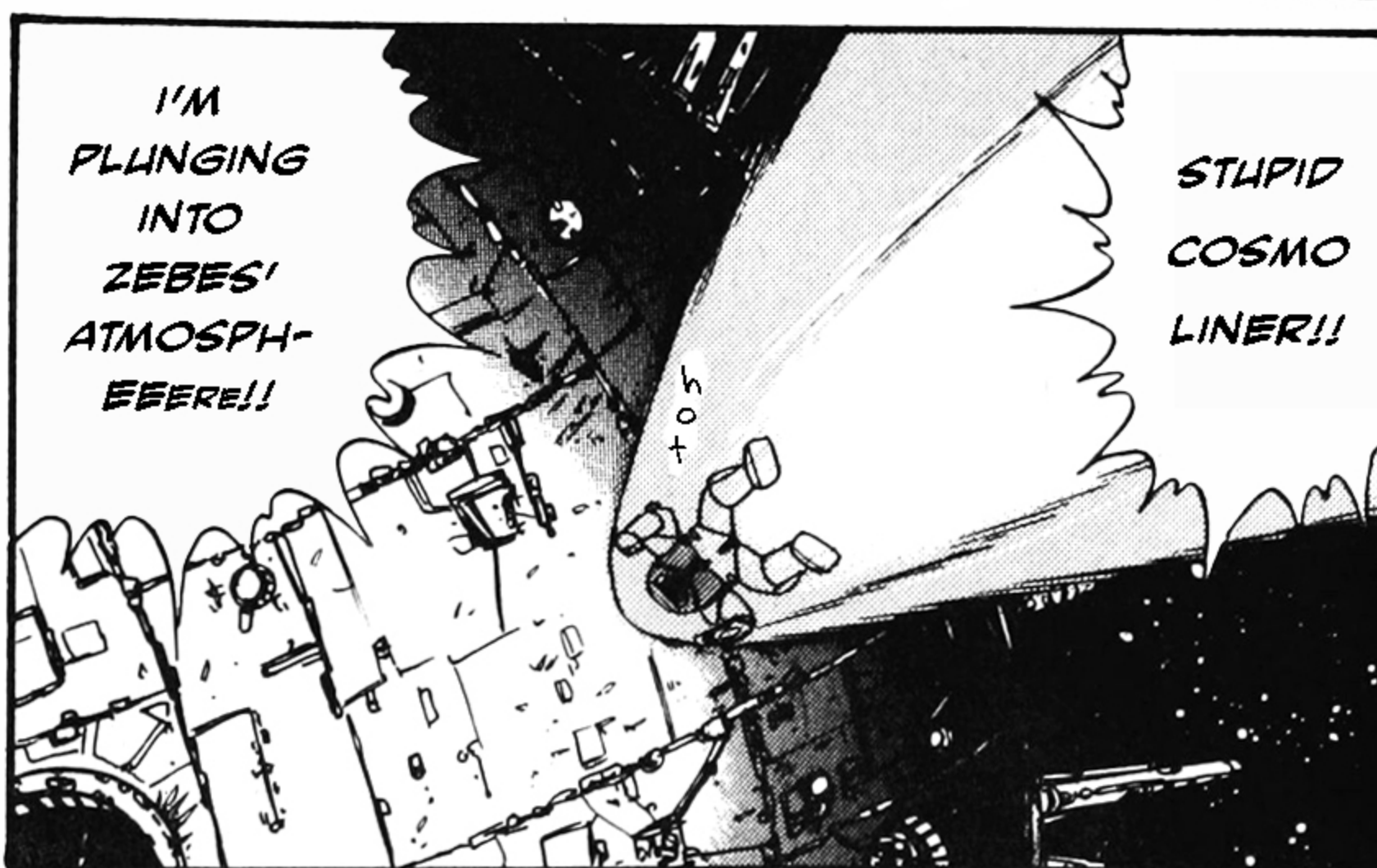
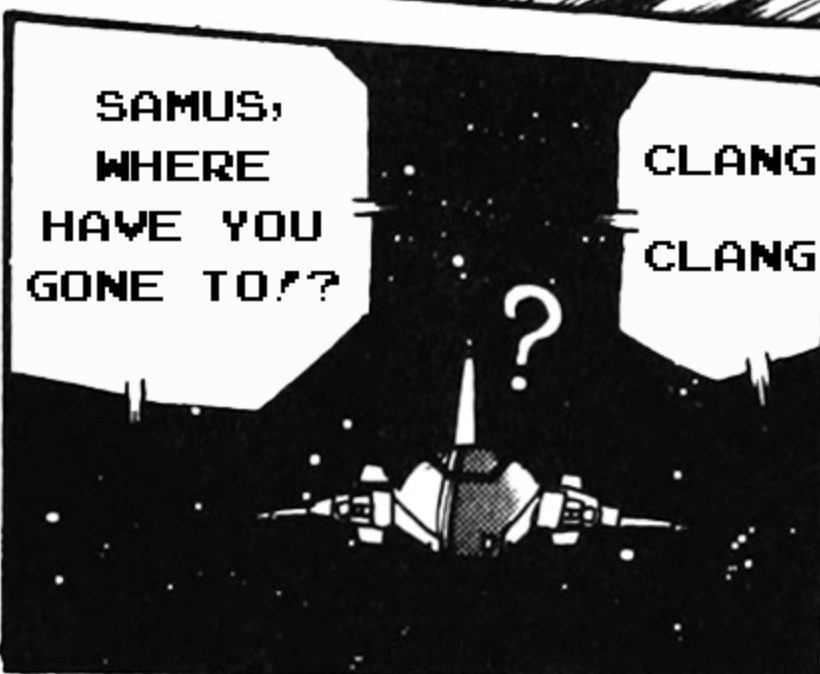
One month
later...

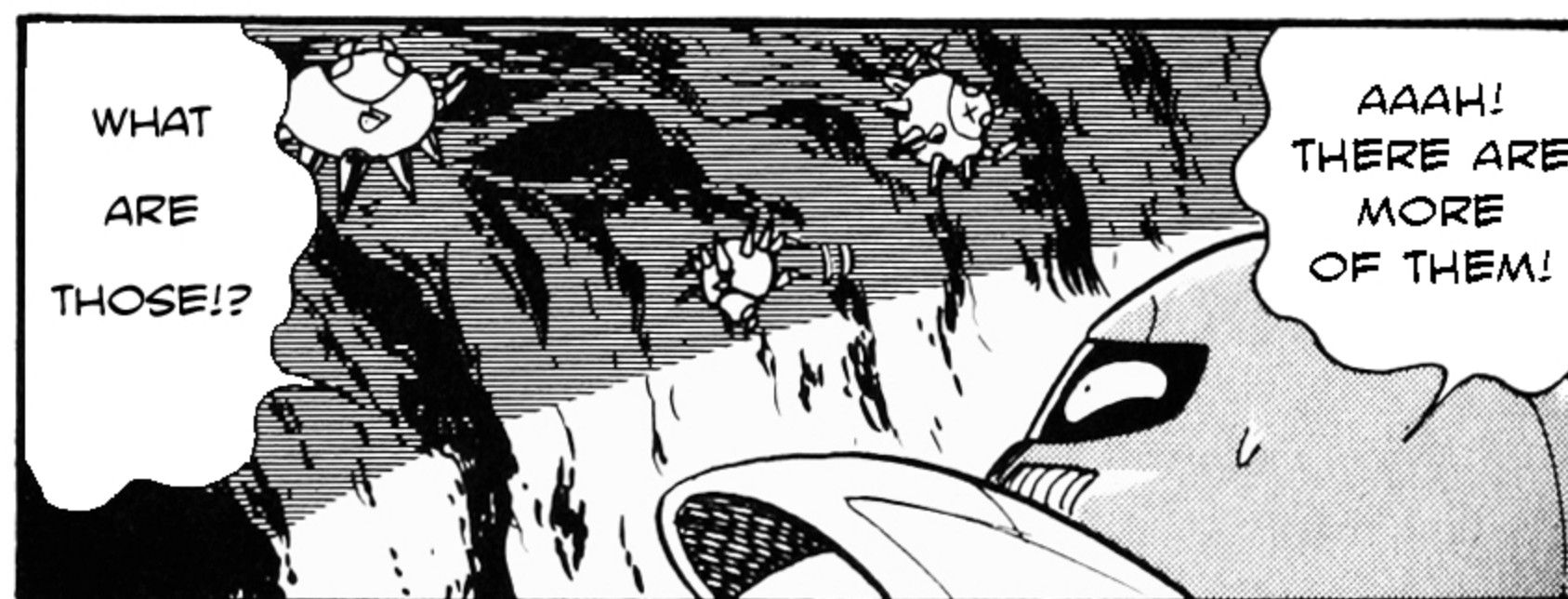
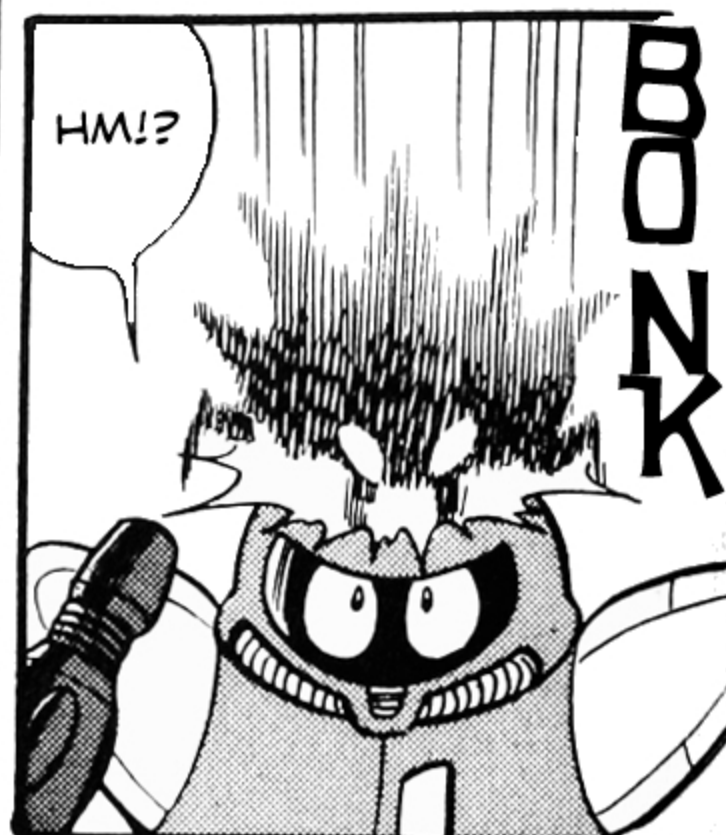
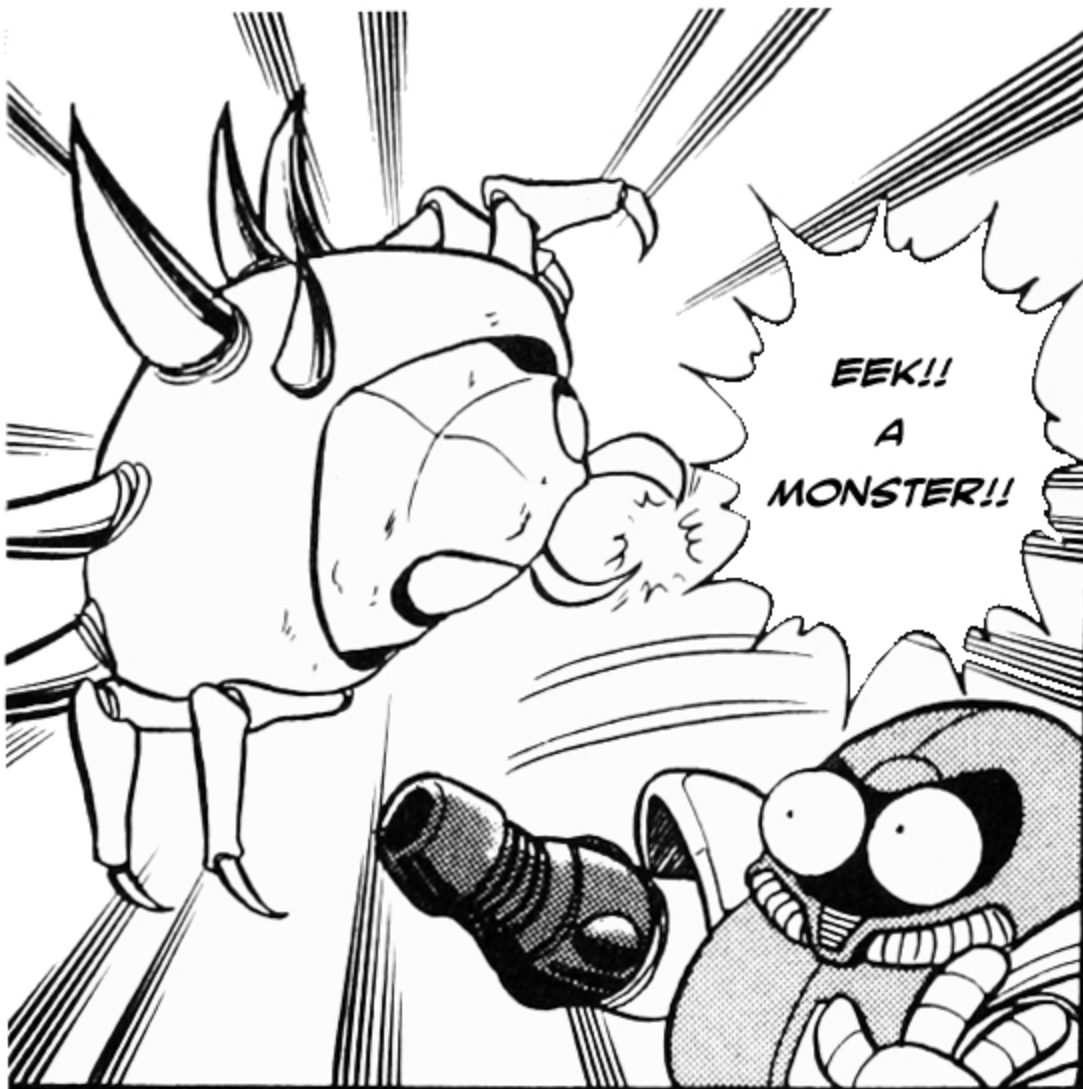
The planet
Zebes.

I'M ABOUT
TO CLEAR
LEVEL 4!

WHAT!
AT THIS
TIME!?

AAAH!!
PIRATE
SHIPS!!

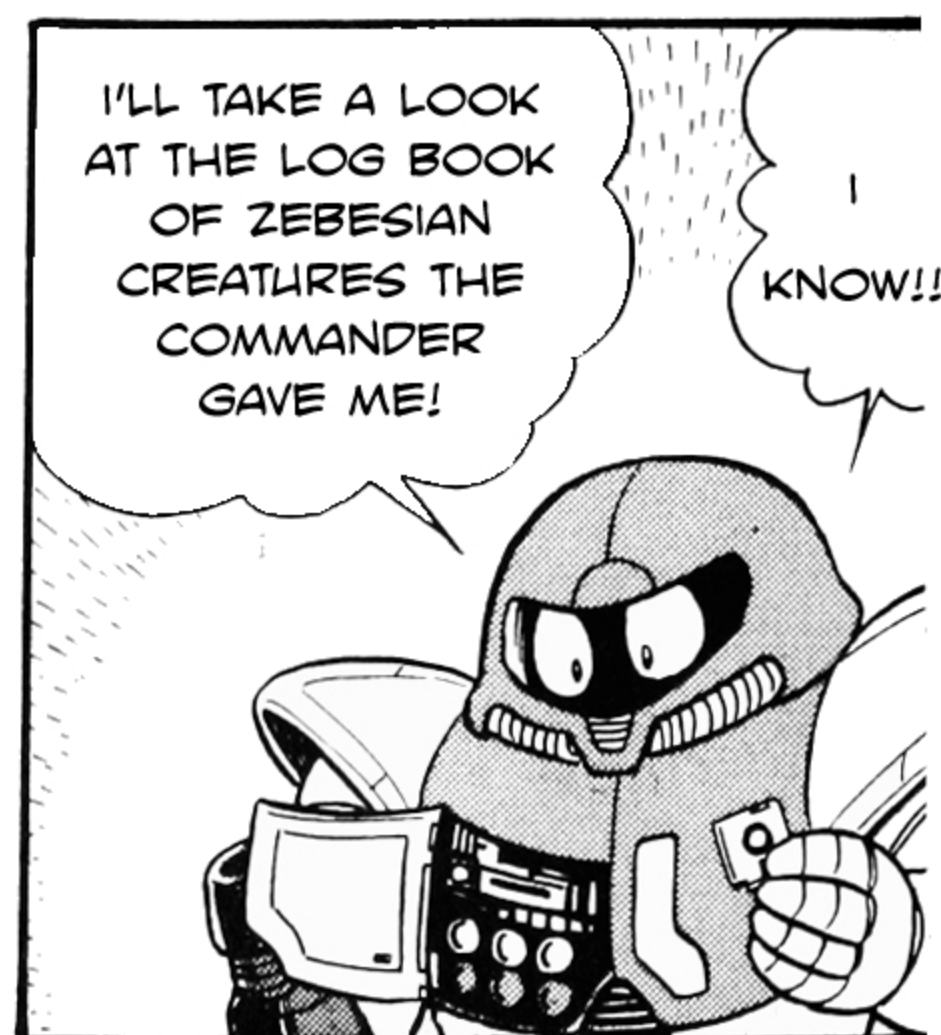




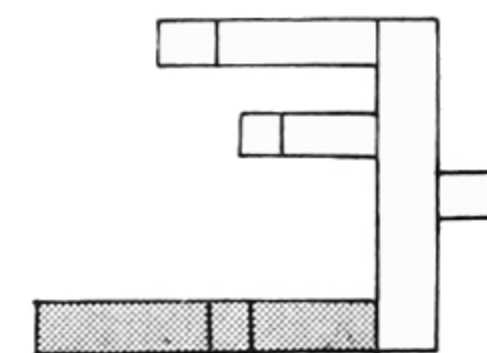
GEEMER



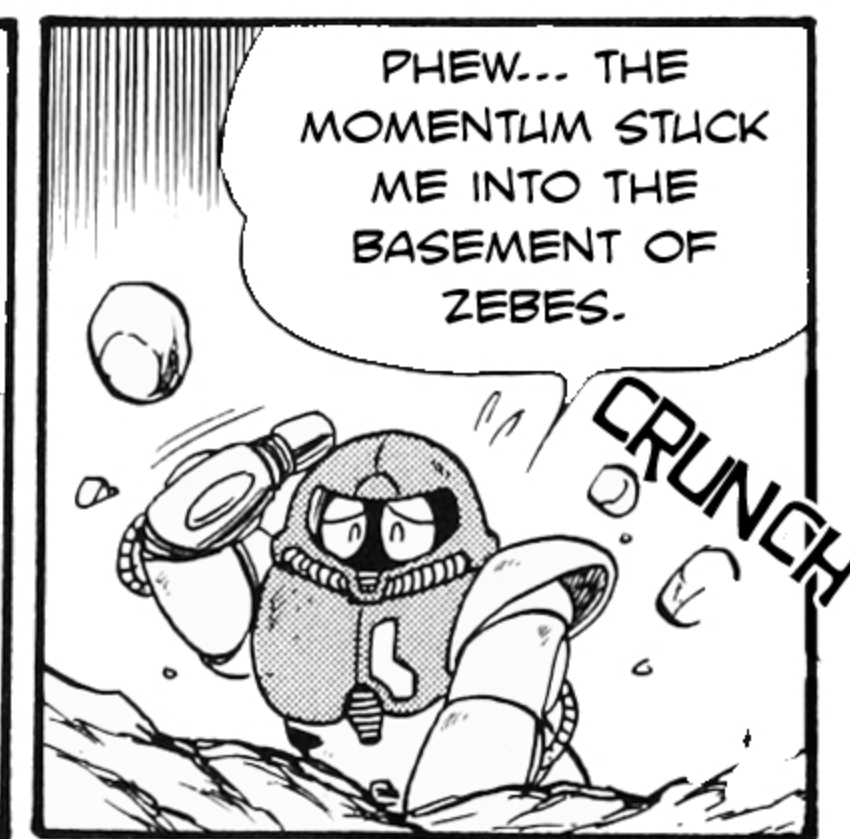
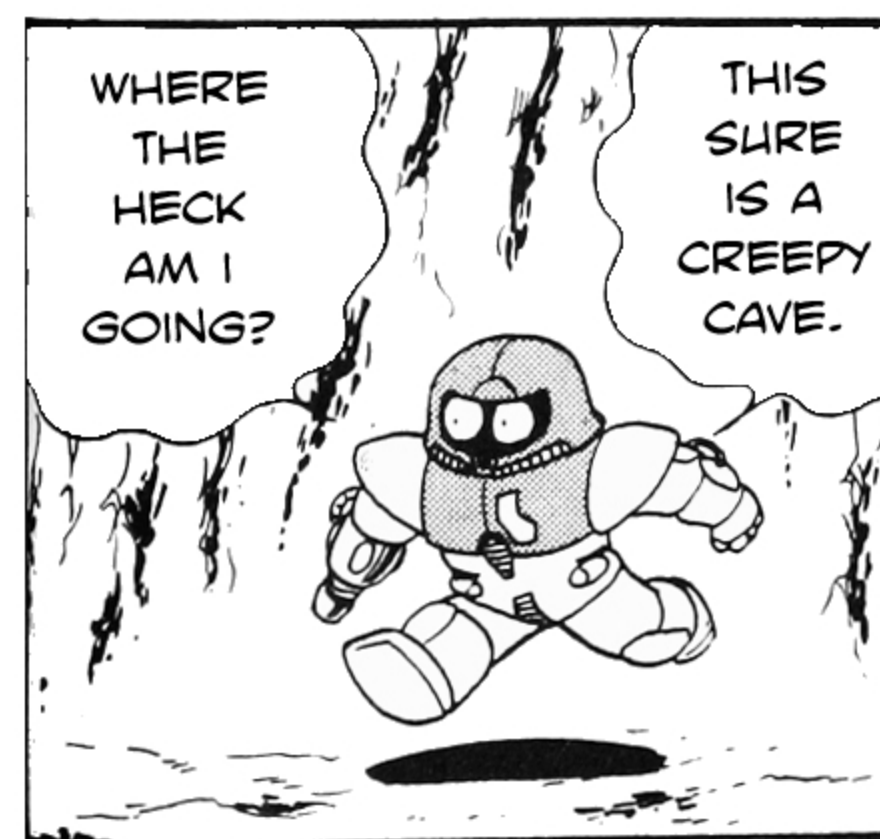
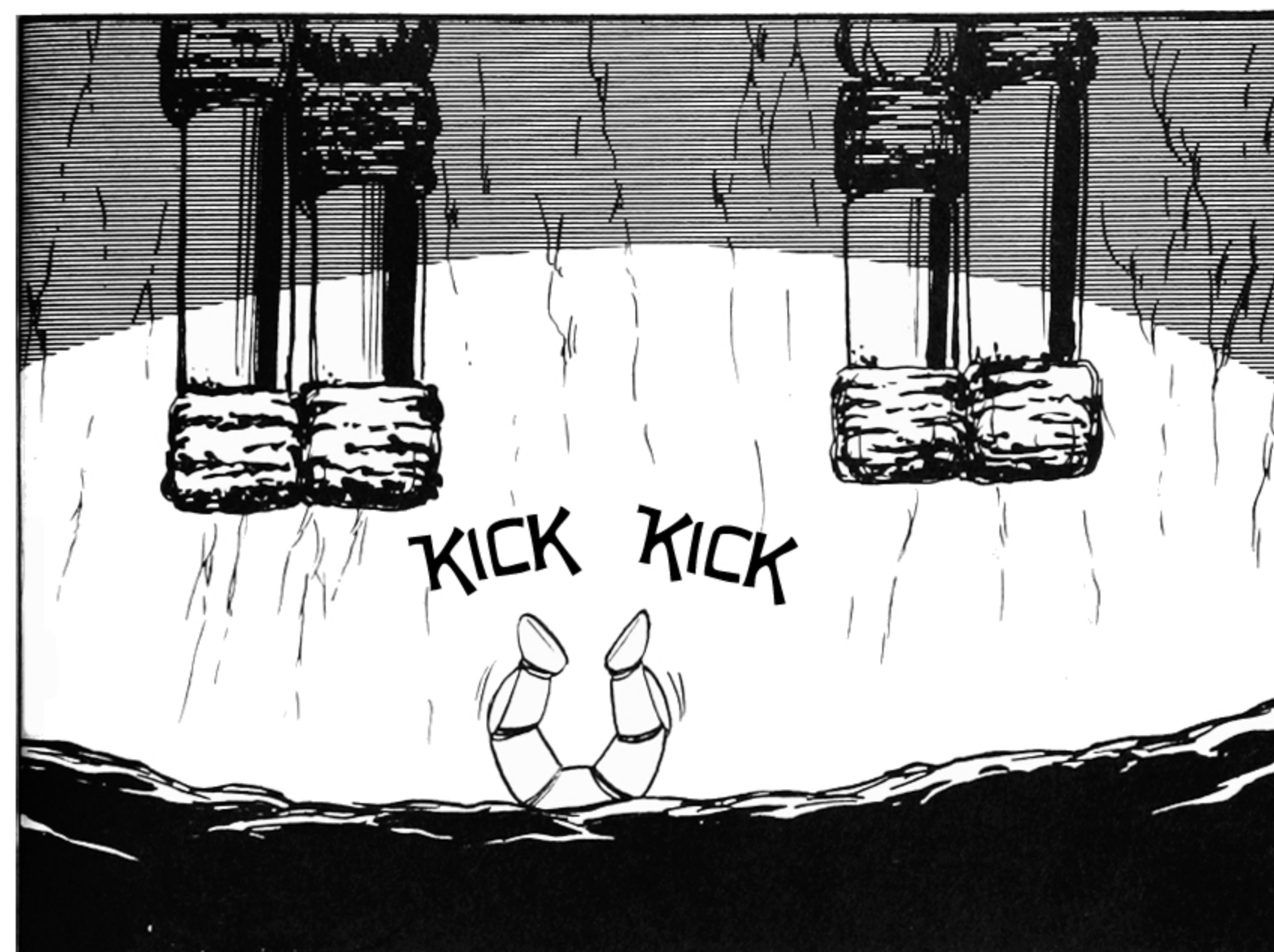
THIS ORGANISM EXCRETES A MUCUS FROM ITS LEGS WHILE CRAWLING ON THE ROCKS. THE YELLOW GEEMER CAN BE DESTROYED WITH TWO SHOTS FROM THE NORMAL BEAM. THE RED ONES ARE DESTROYED WITH FOUR.

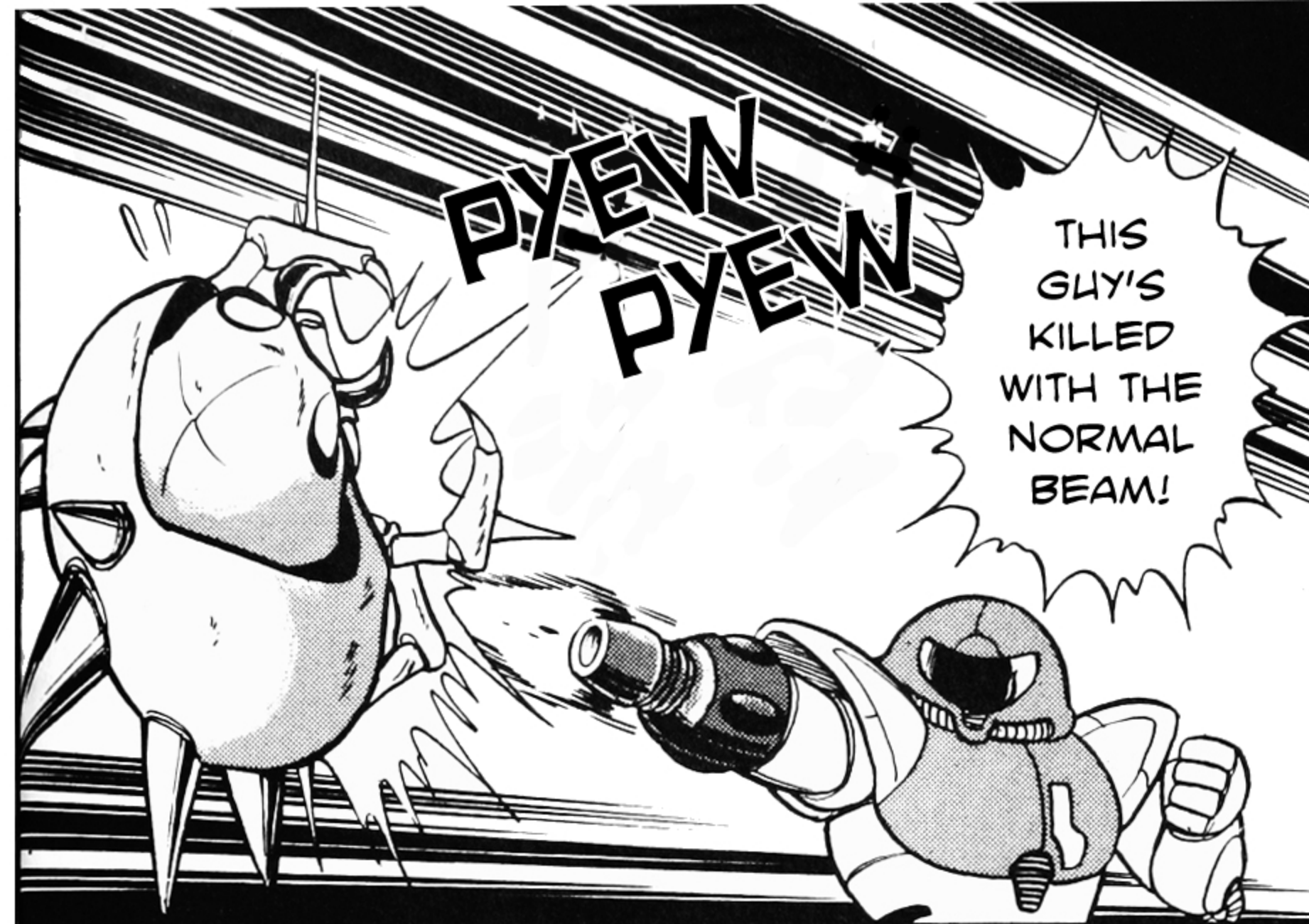
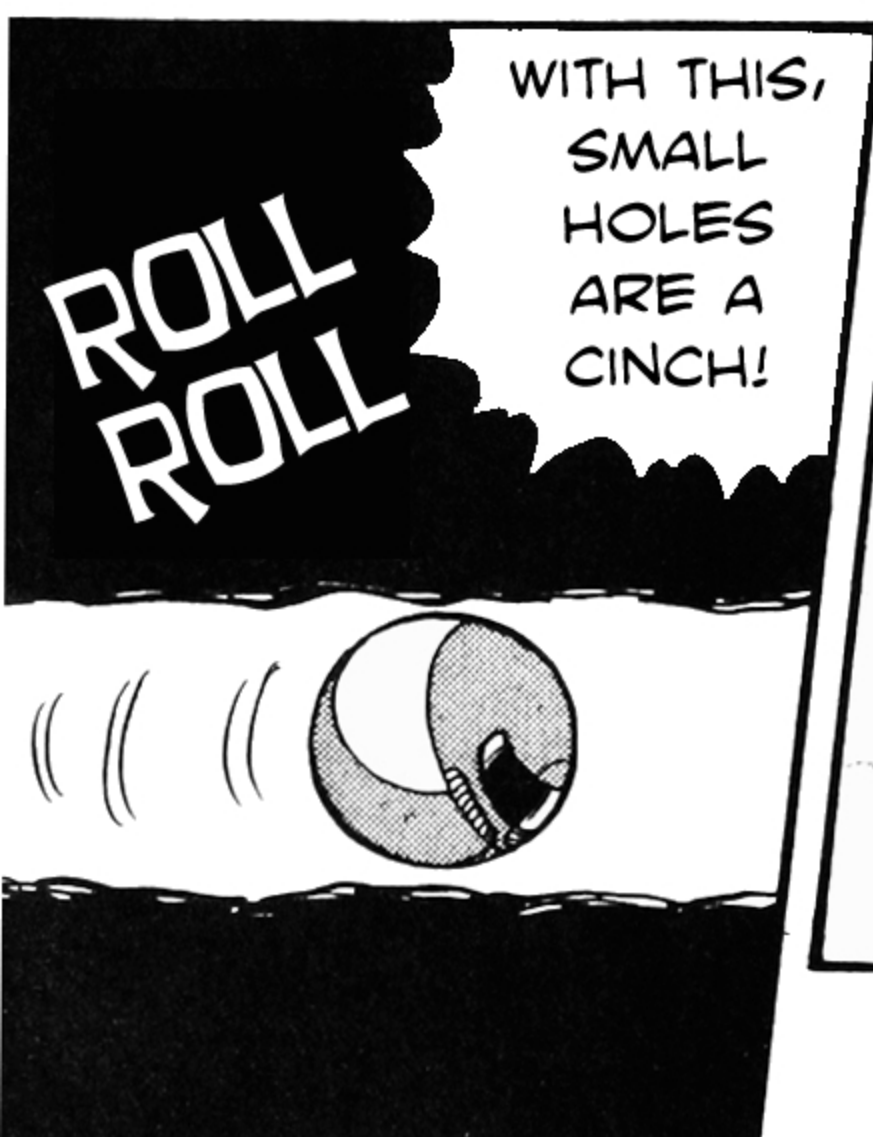
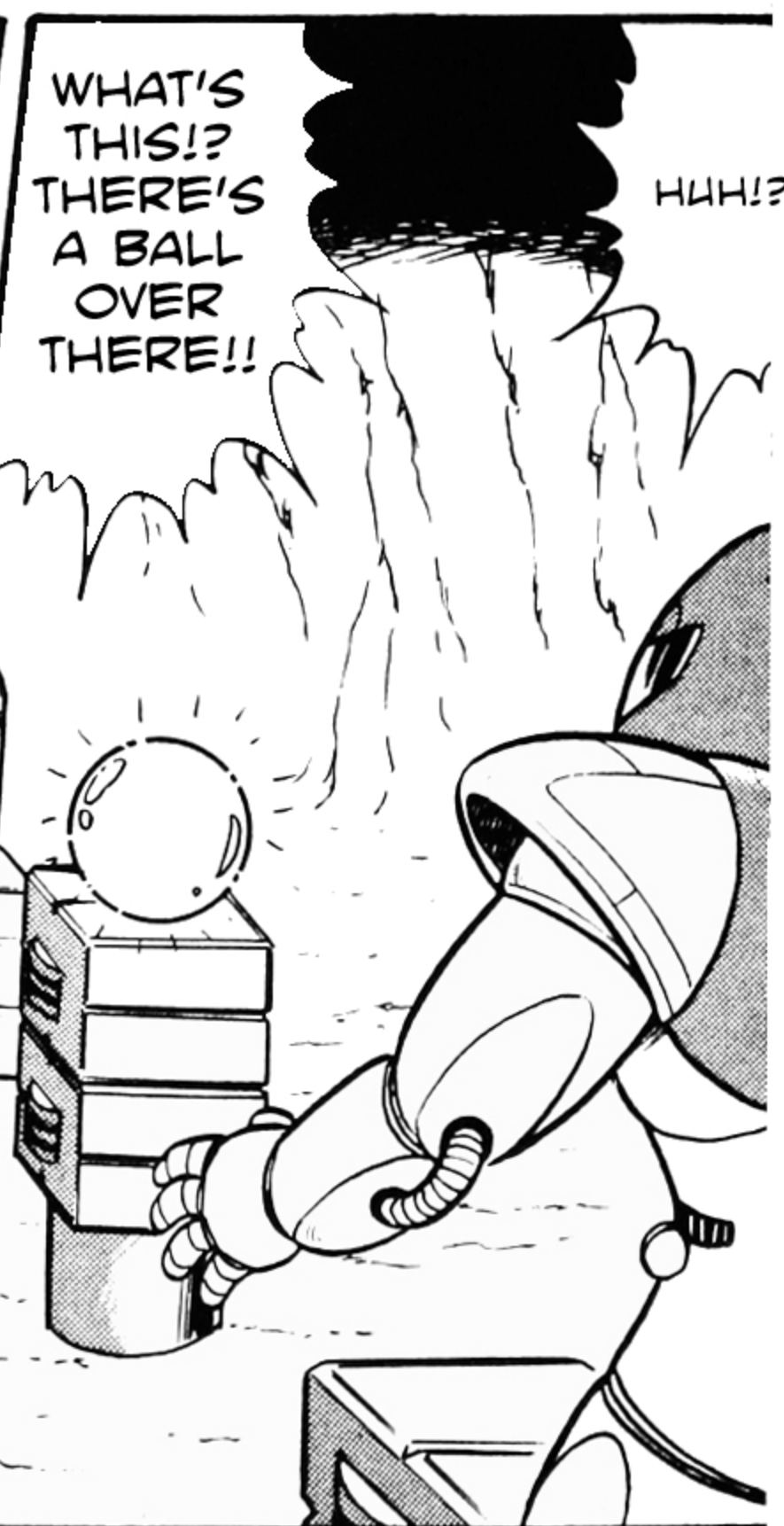
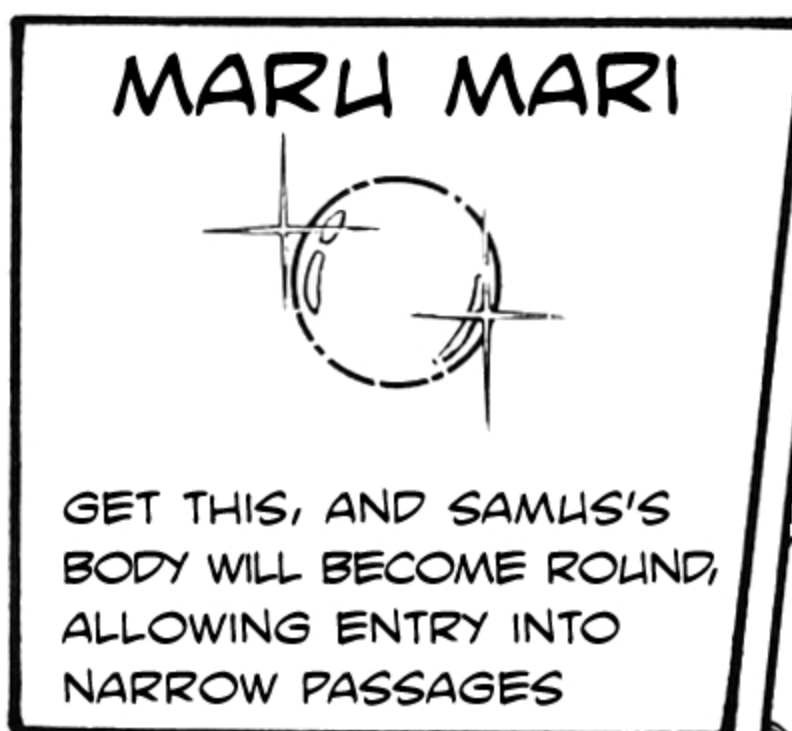
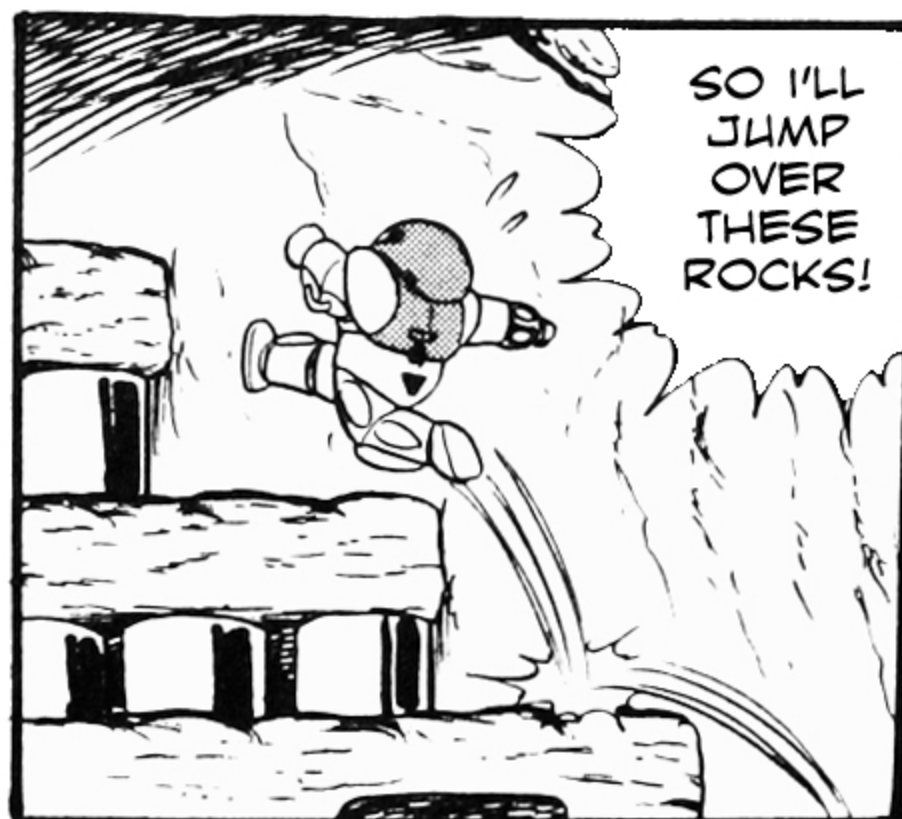


BRINSTAR 1

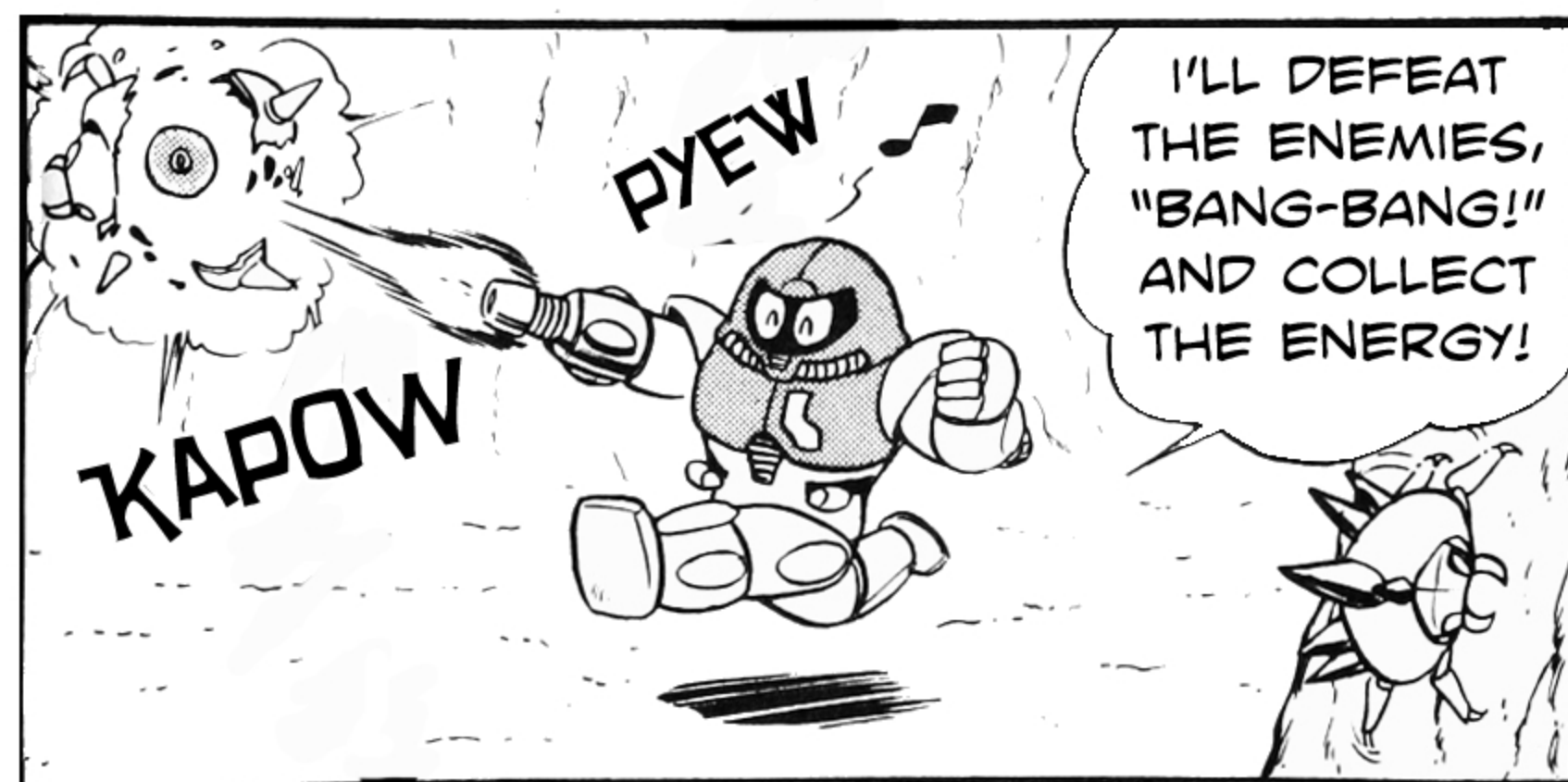
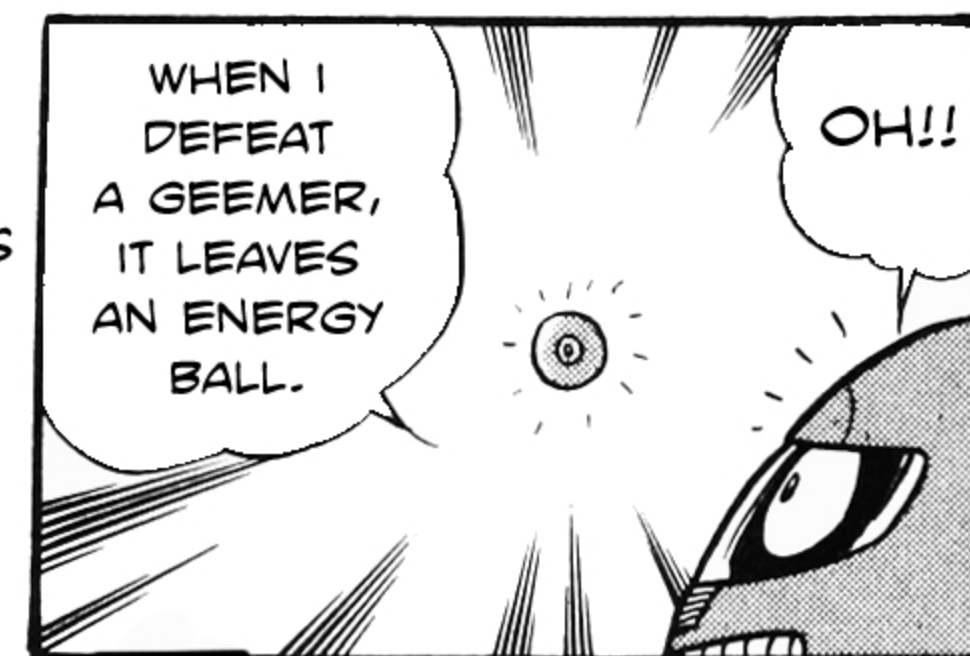


▲ Start Position

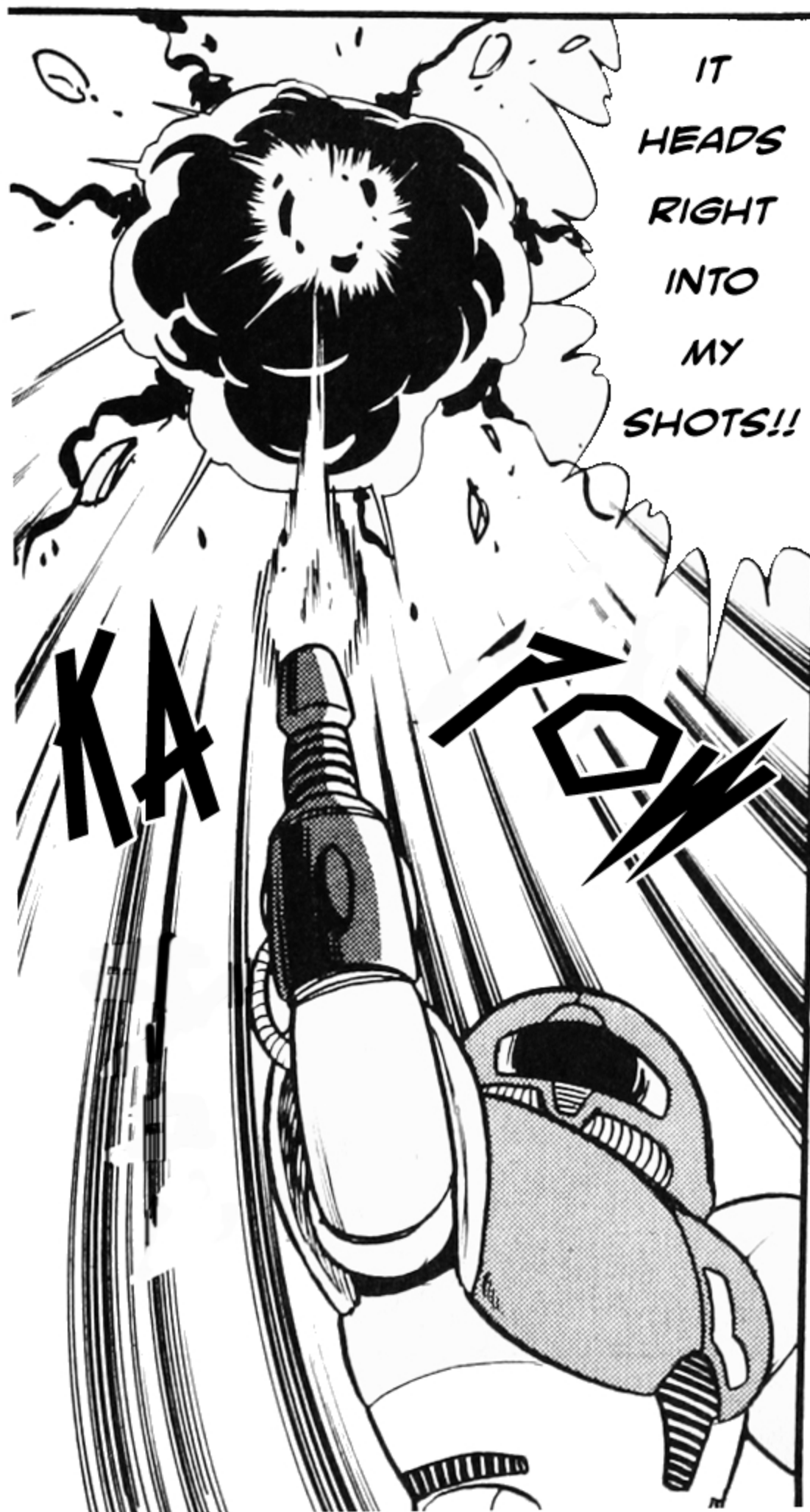
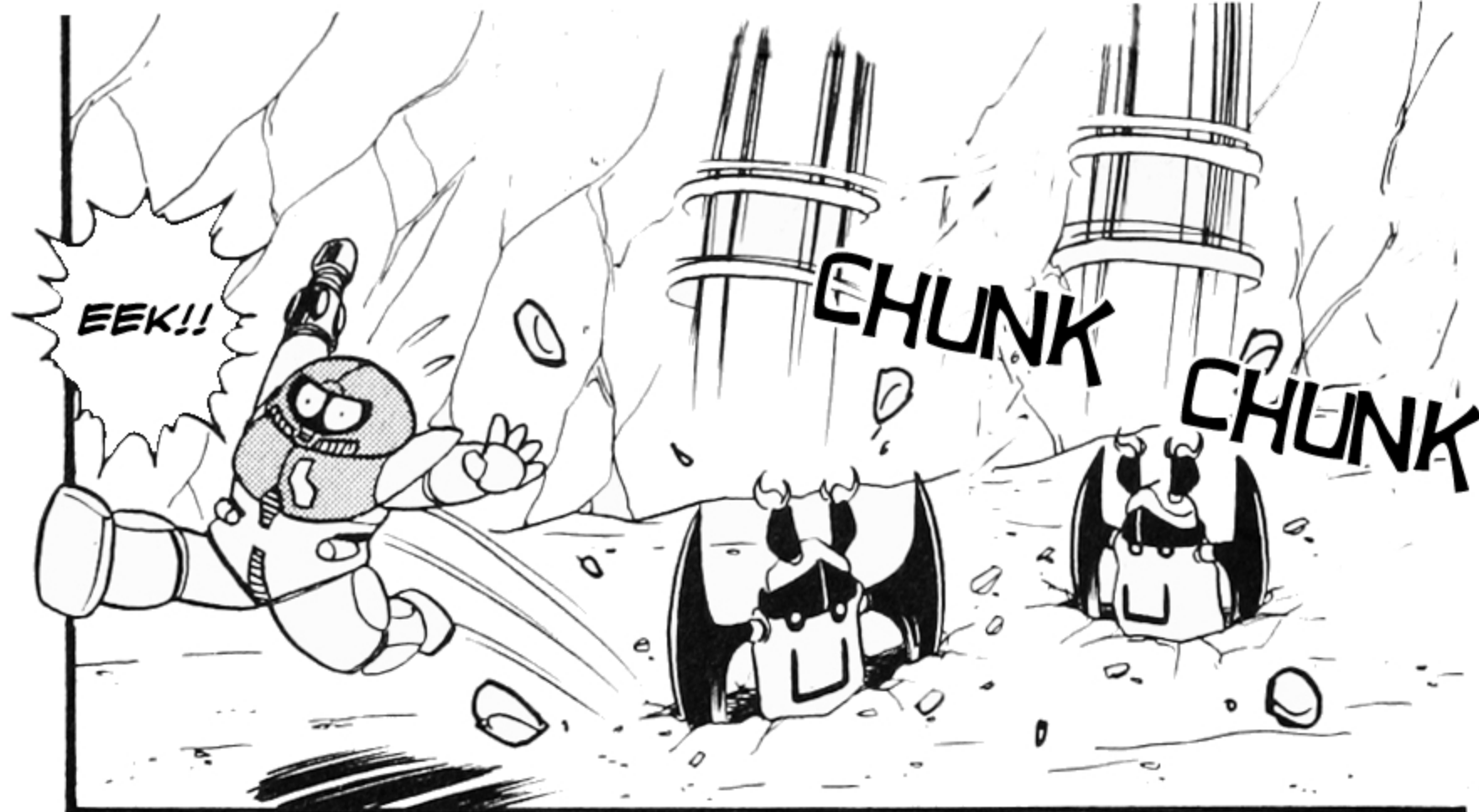




WHEN YOU DEFEAT AN ENEMY, THEY WILL LEAVE BEHIND AN ENERGY BALL. TAKE THESE, AND SAMUS'S ENERGY WILL RECOVER.



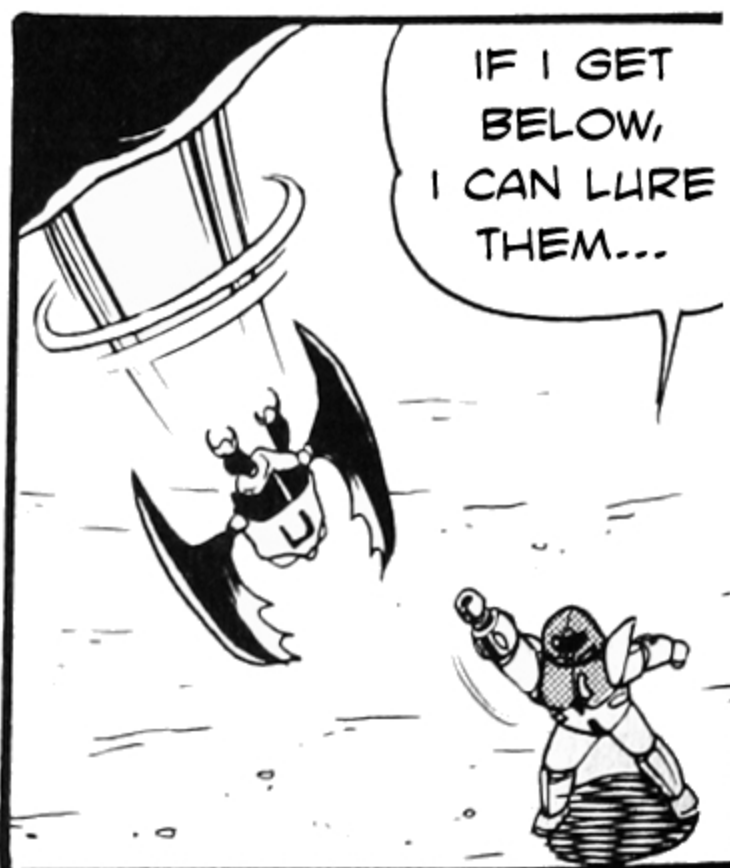
AS THE NORMAL BEAM'S RANGE IS SHORT, ATTACK THEM WHEN THEY COME NEAR!!



IT
HEADS
RIGHT
INTO
MY
SHOTS!!



THESE GUYS
WILL ATTACK
FROM ABOVE
WHEN I GET
CLOSE.



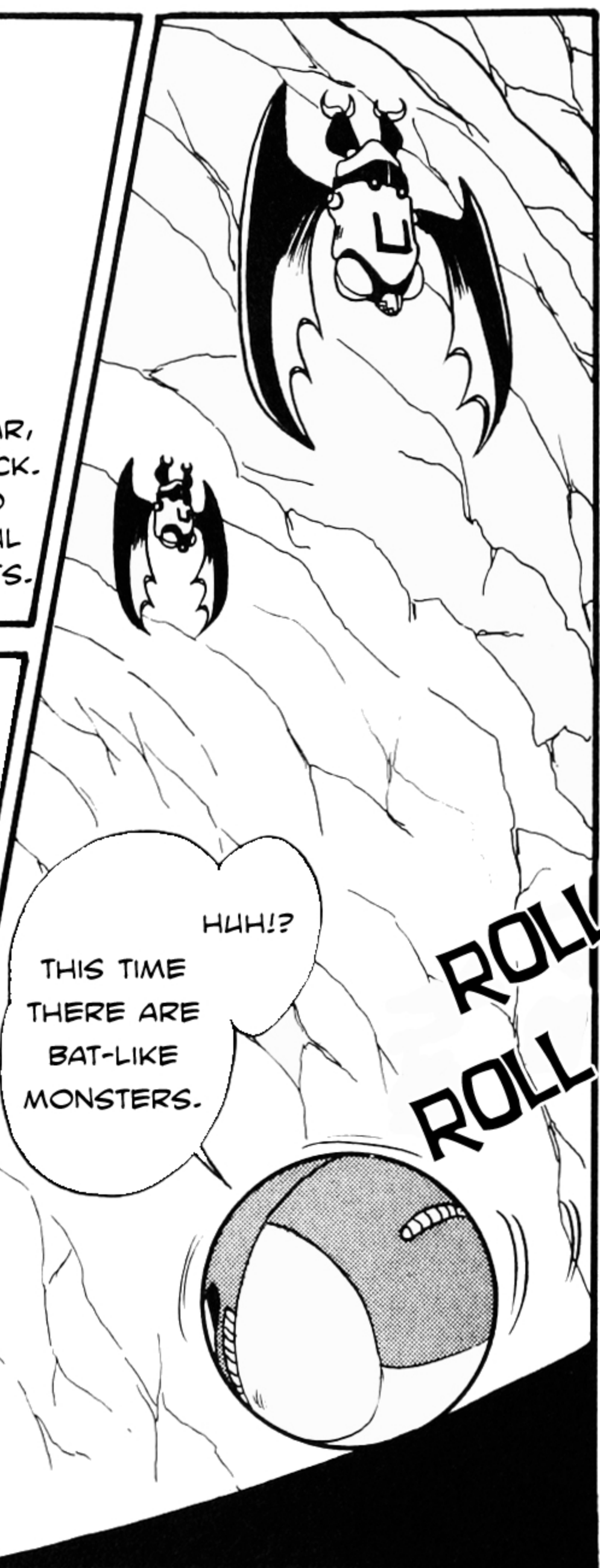
IF I GET
BELOW,
I CAN LURE
THEM...



WHEN SAMUS DRAWS NEAR,
THEY WILL SPIN AND ATTACK.
WHEN THEY BURROW INTO
THE GROUND, BE CAERFUL
OF THE ROCK FRAGMENTS.



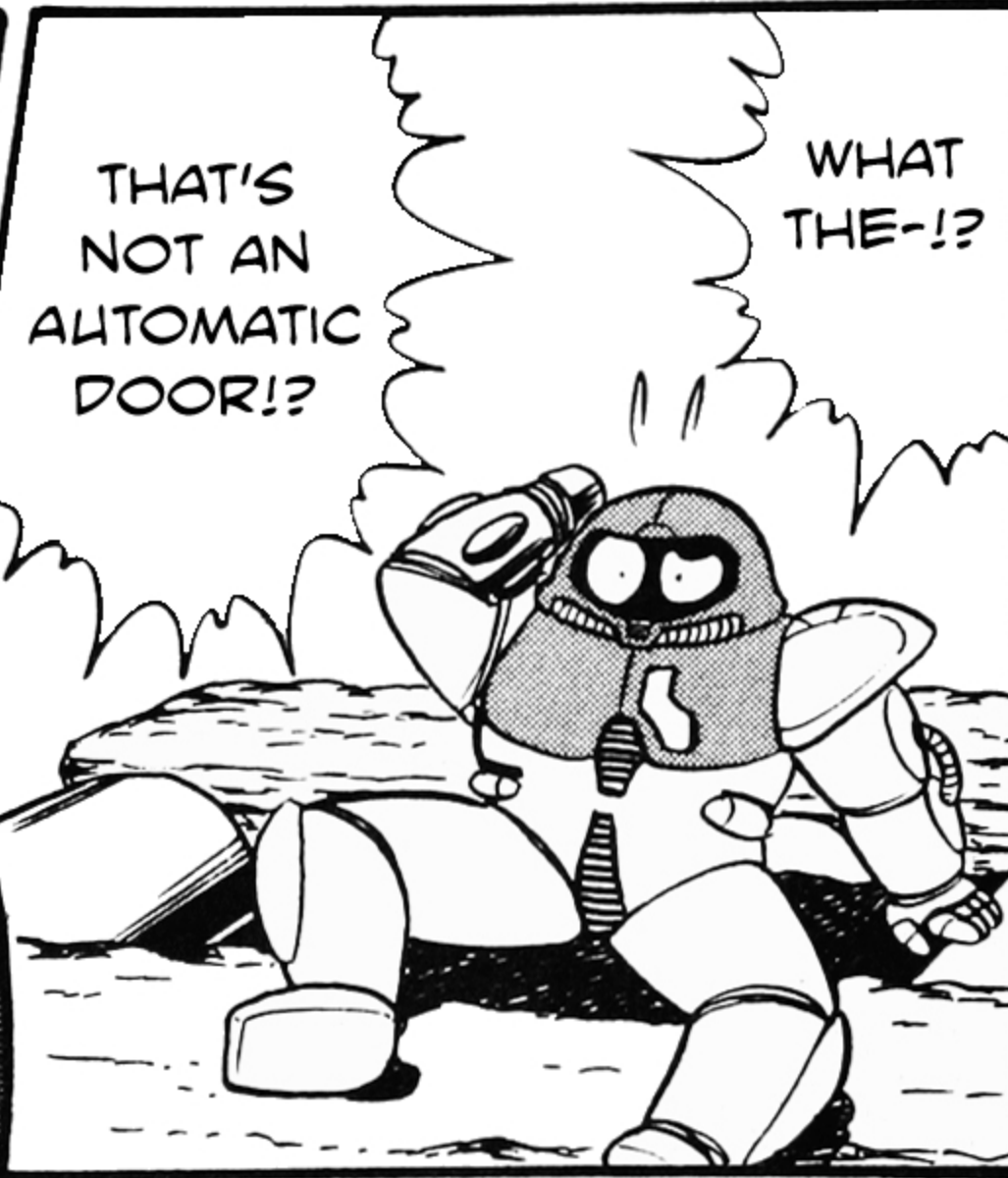
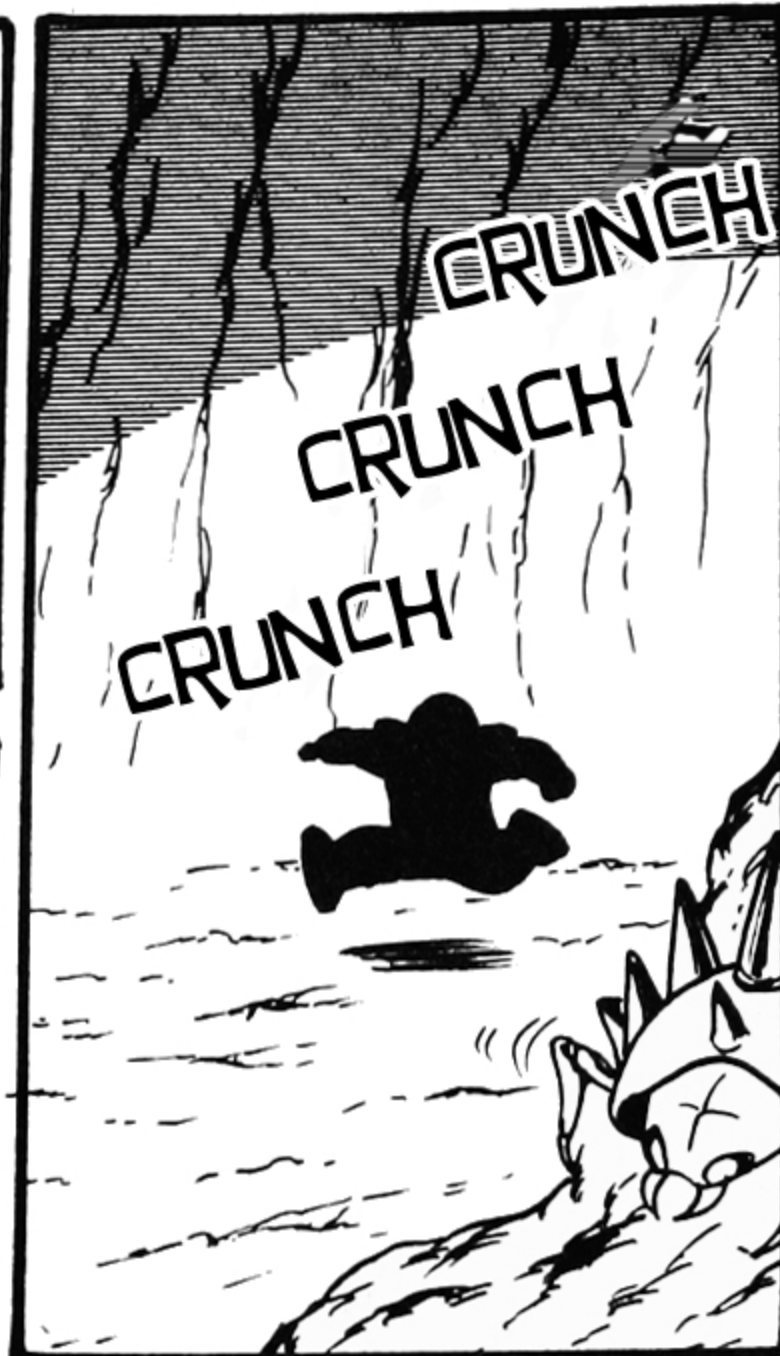
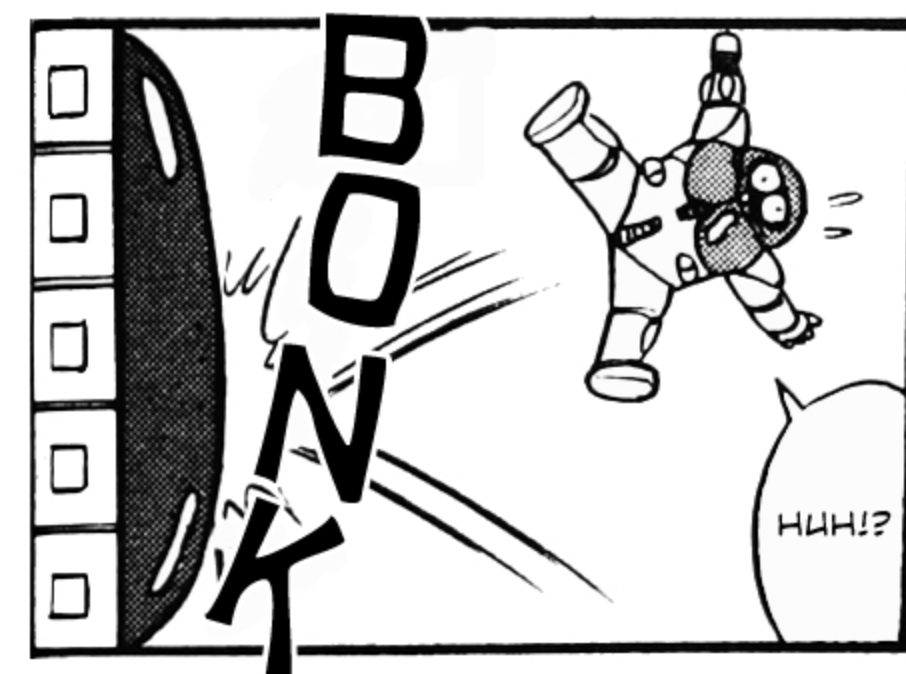
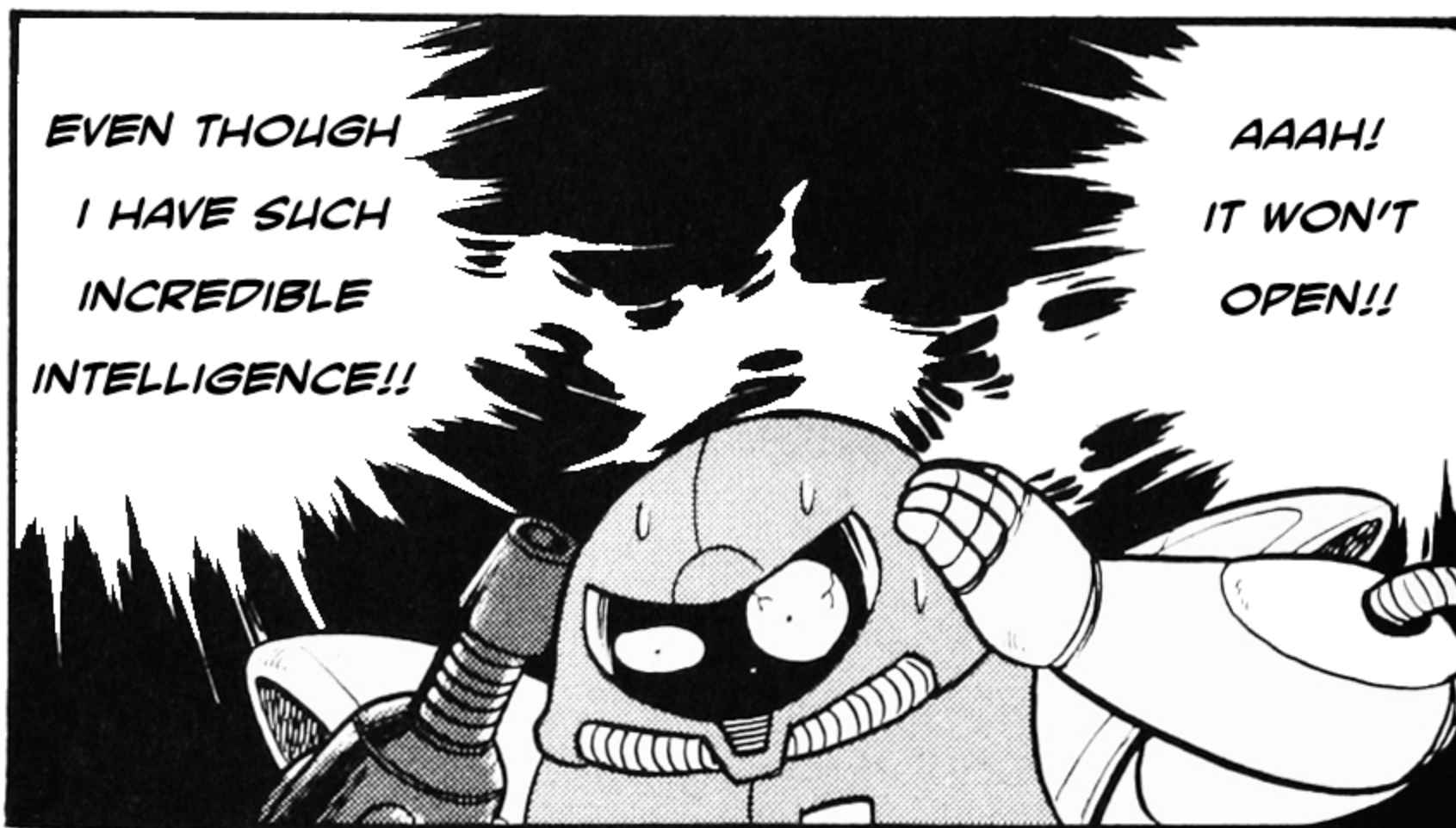
AAAH!
IT'S
COMING
DOWN
FAST!!

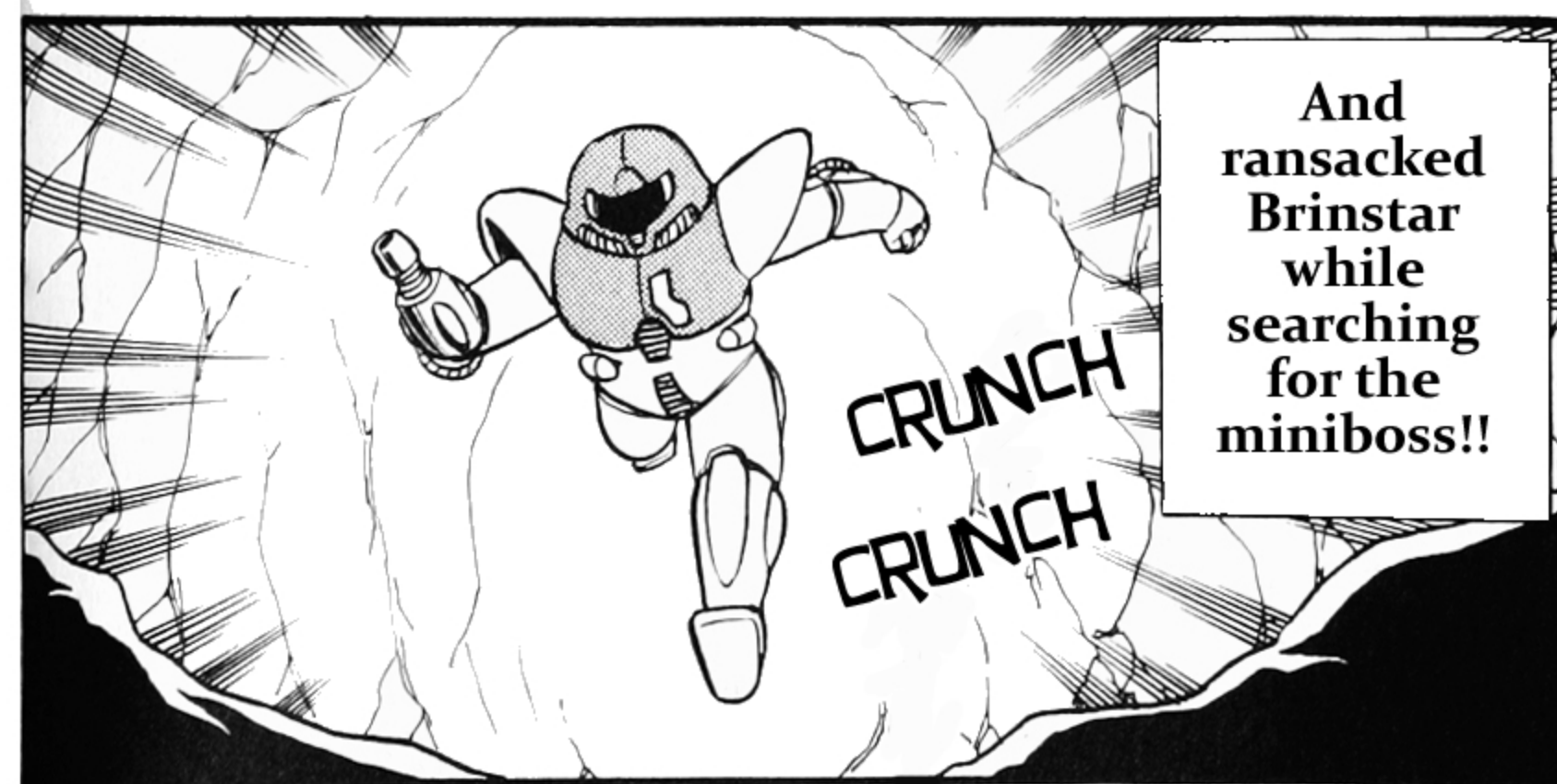
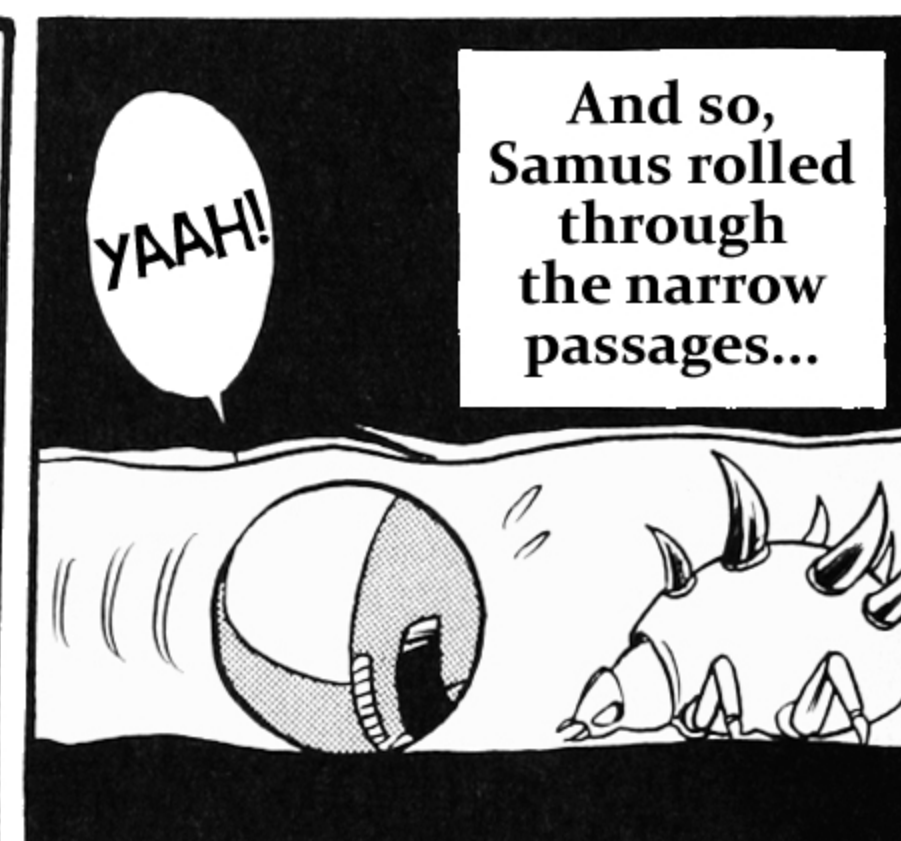
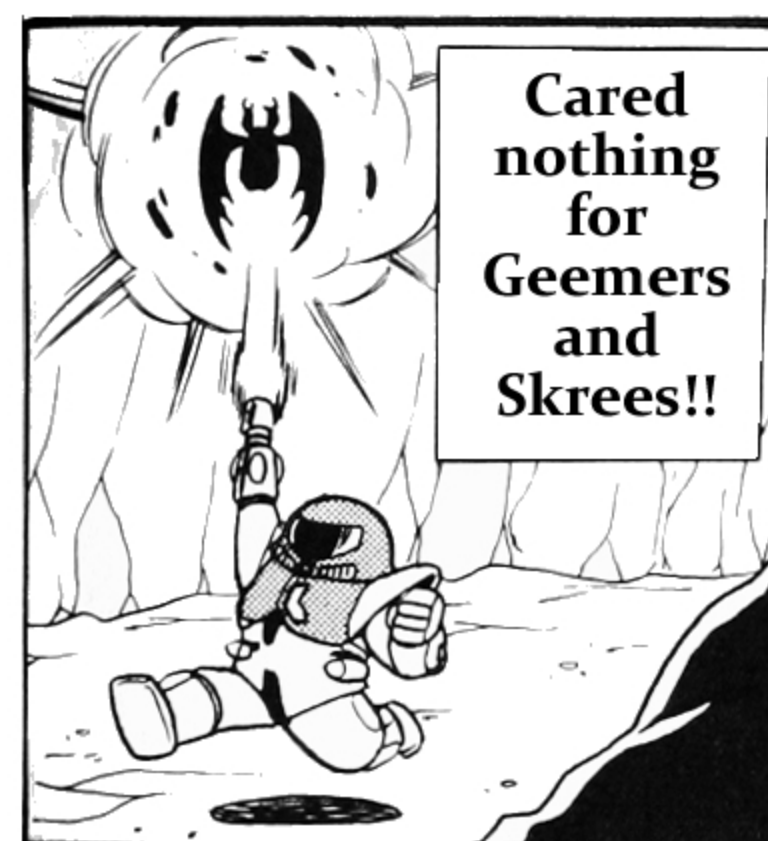
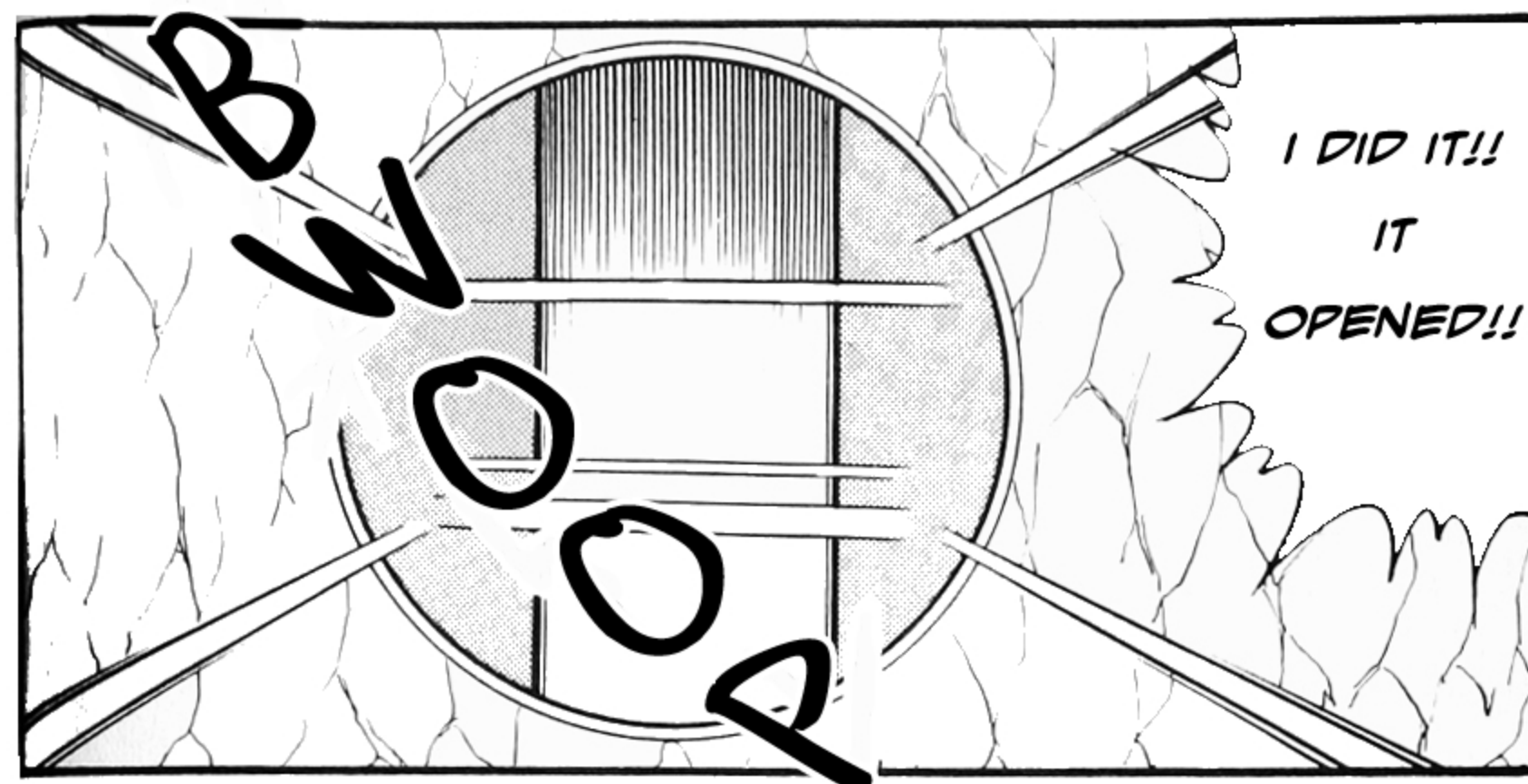
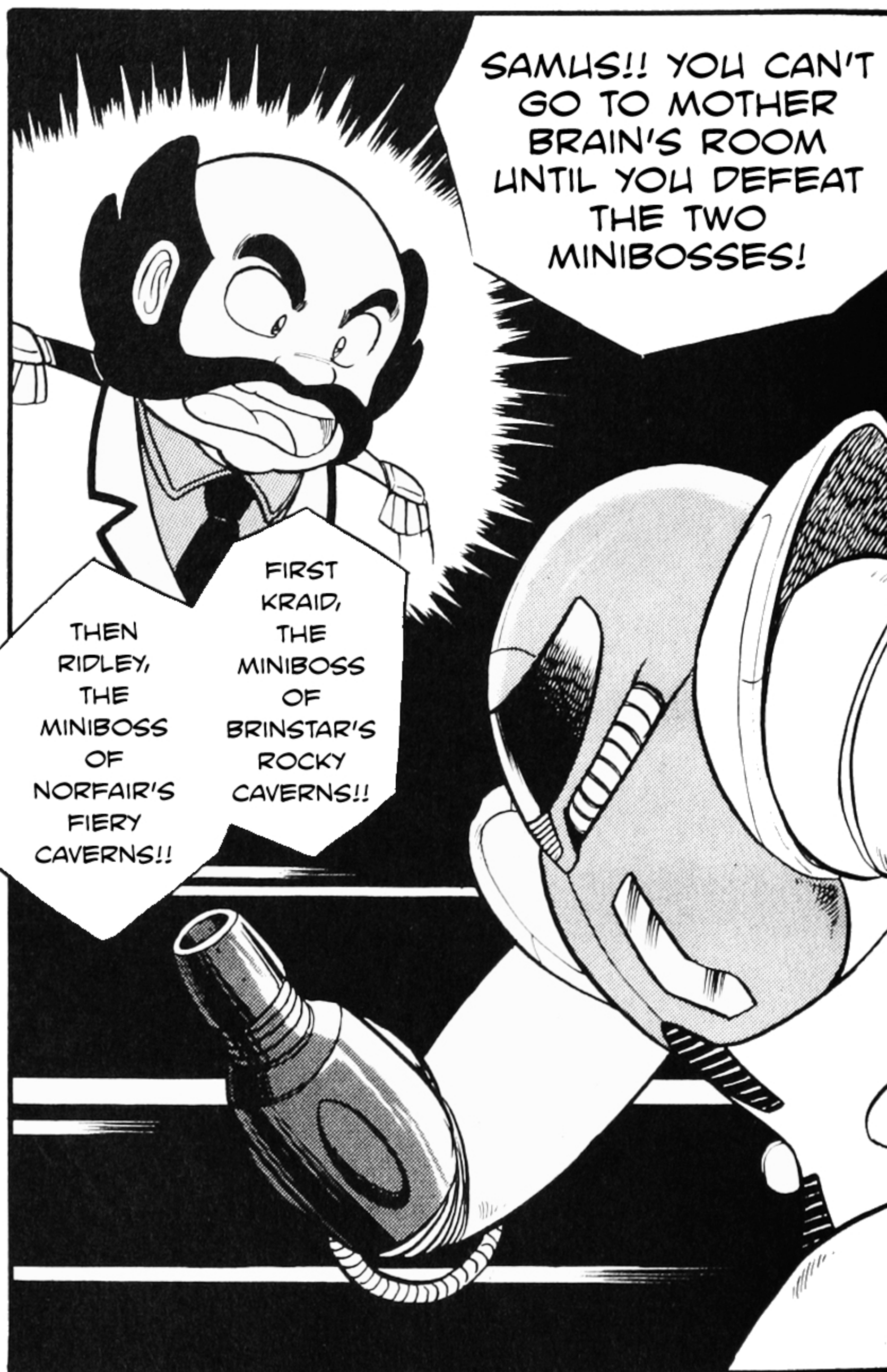


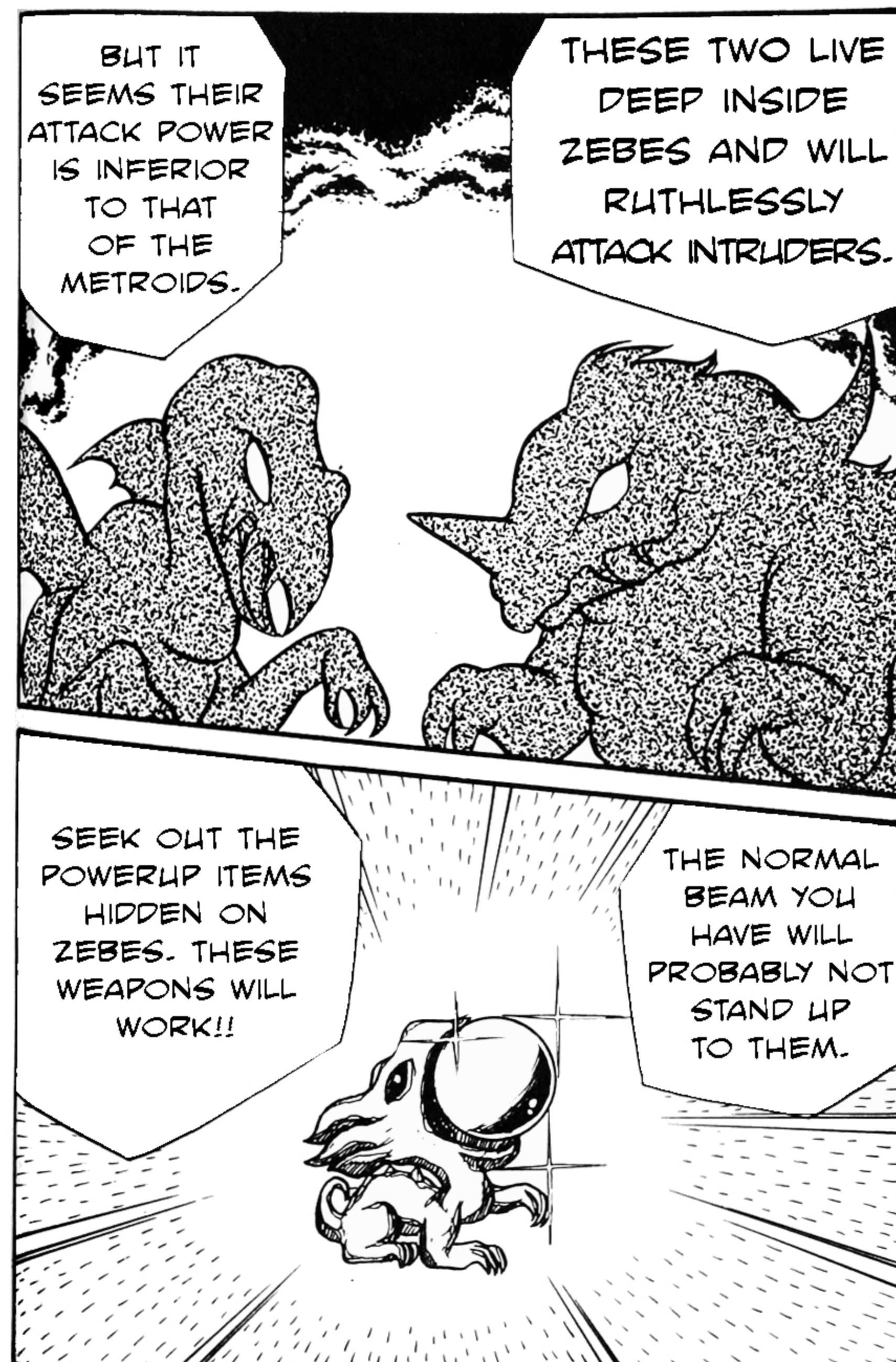
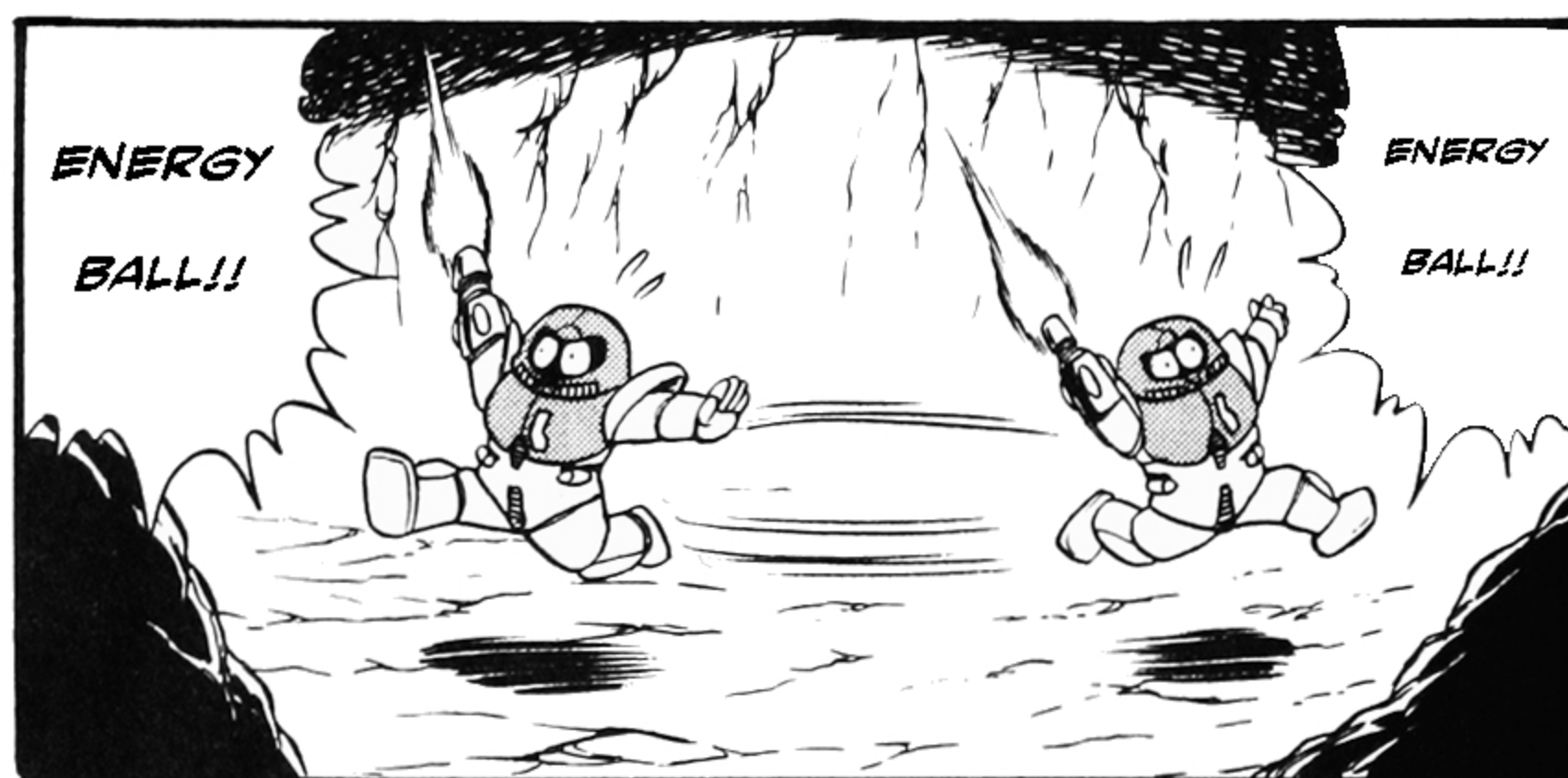
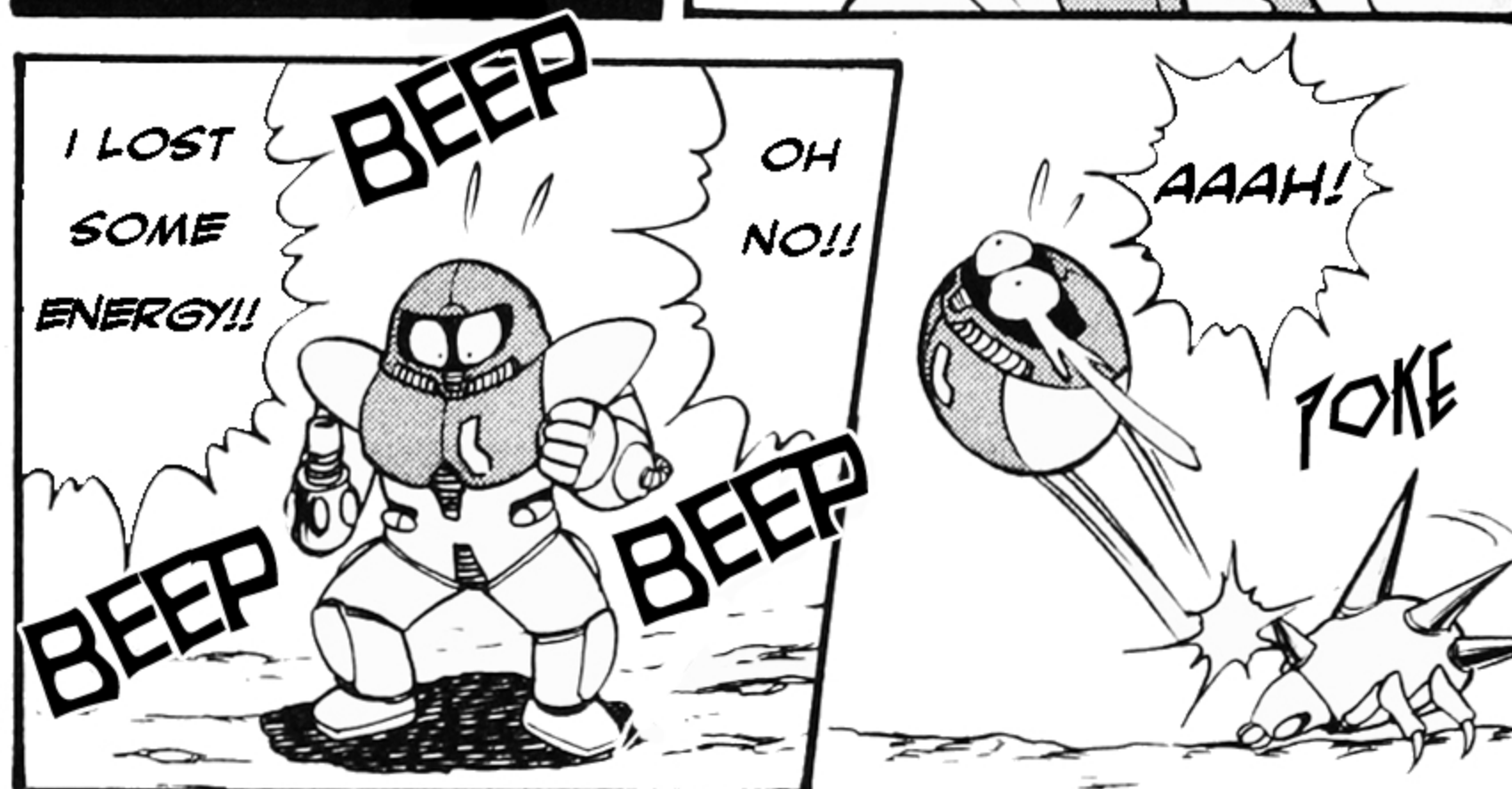
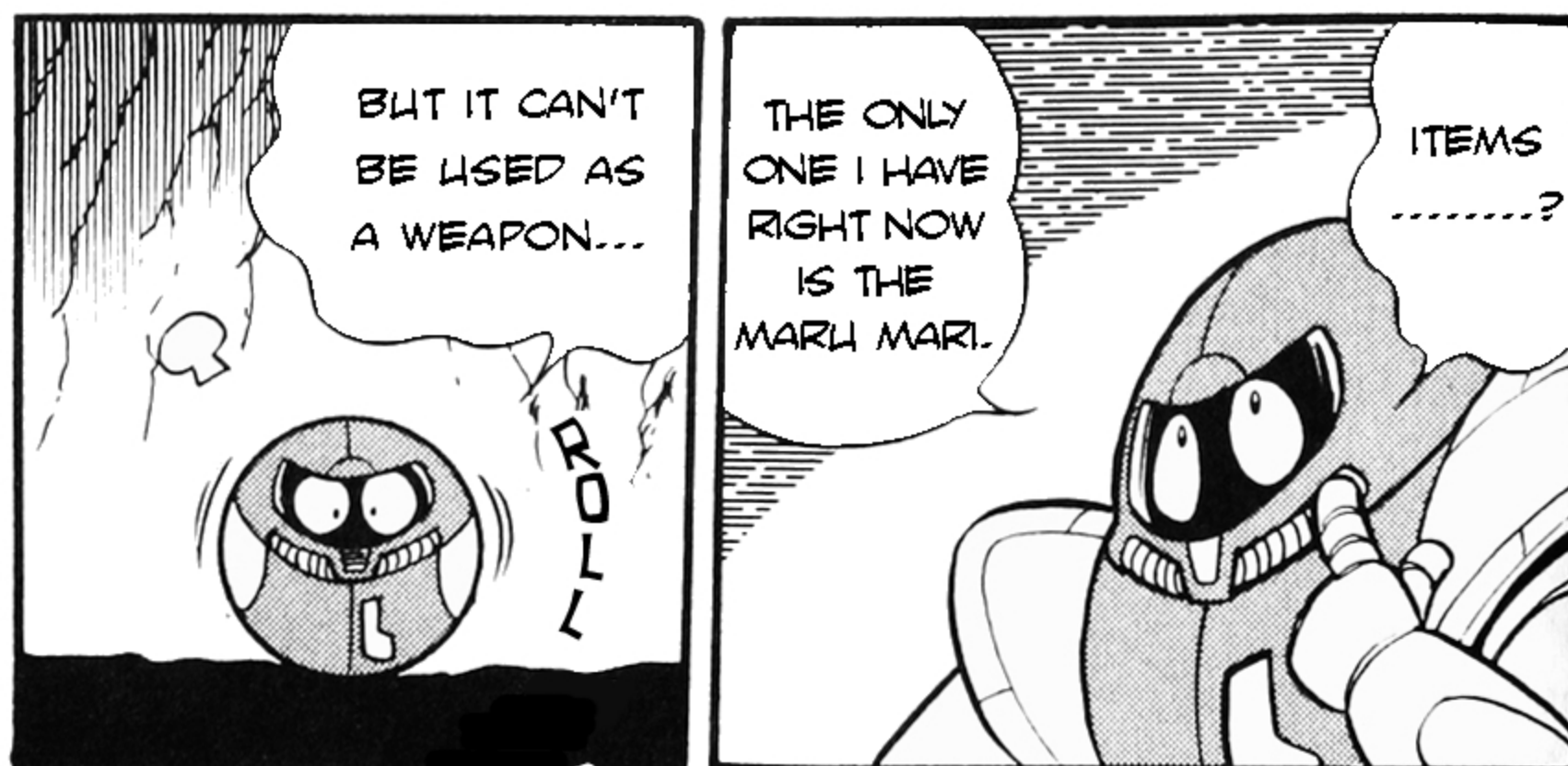
HUH!?

THIS TIME
THERE ARE
BAT-LIKE
MONSTERS.

ROLL
ROLL





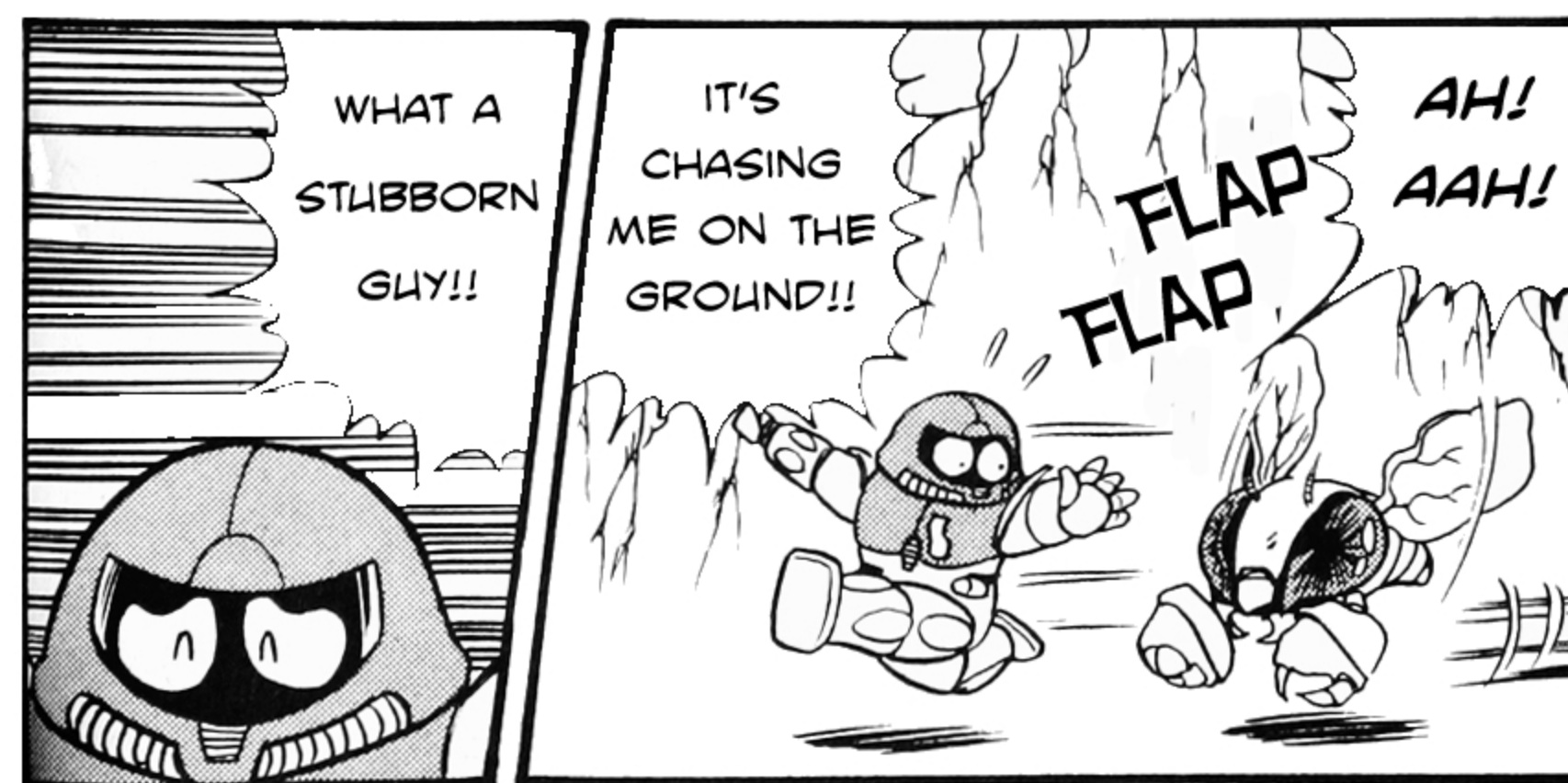
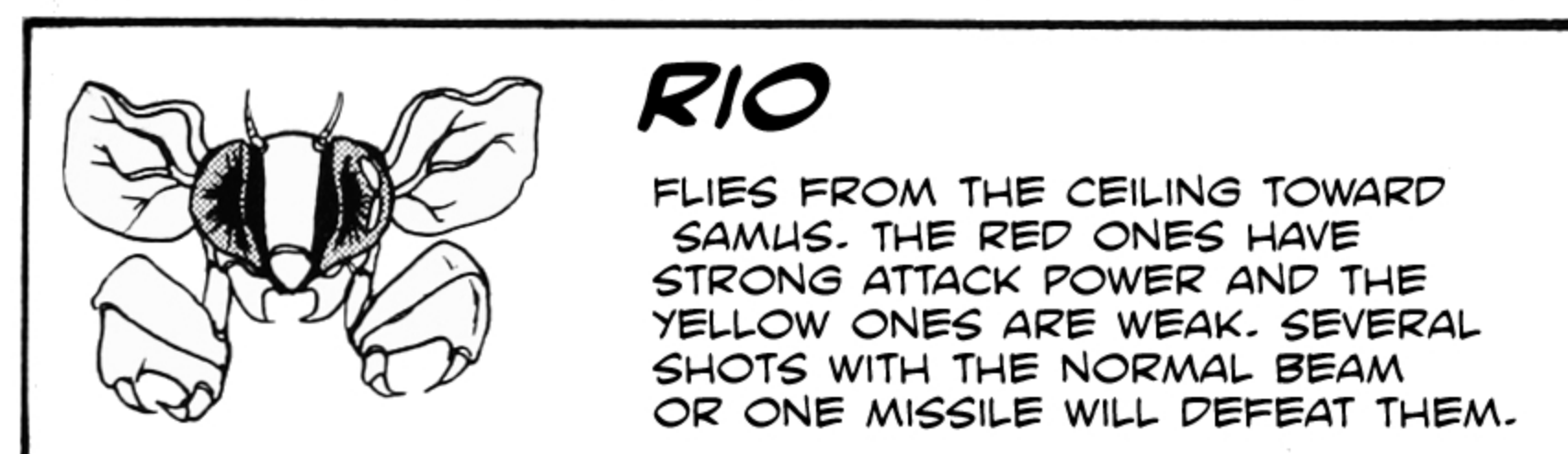
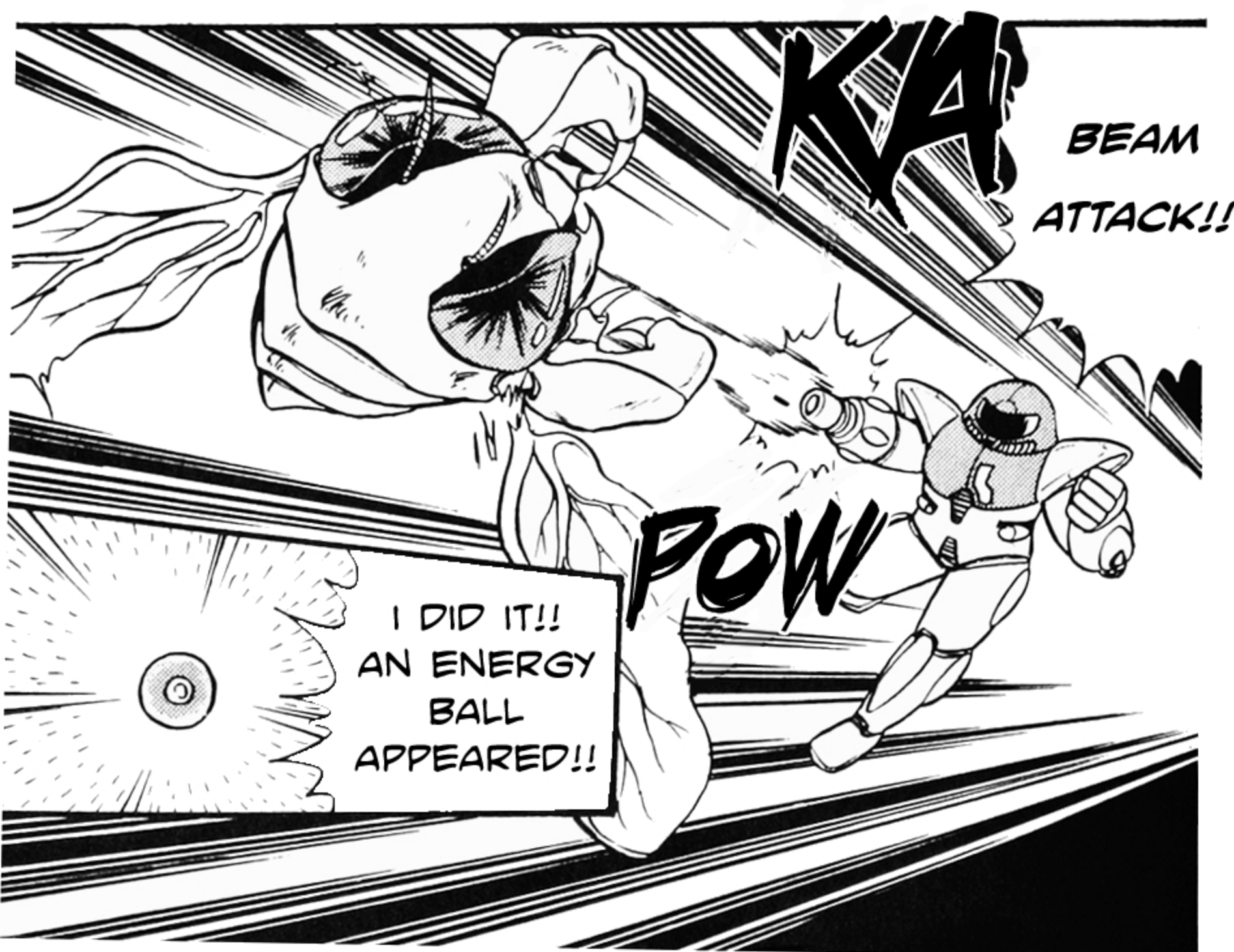
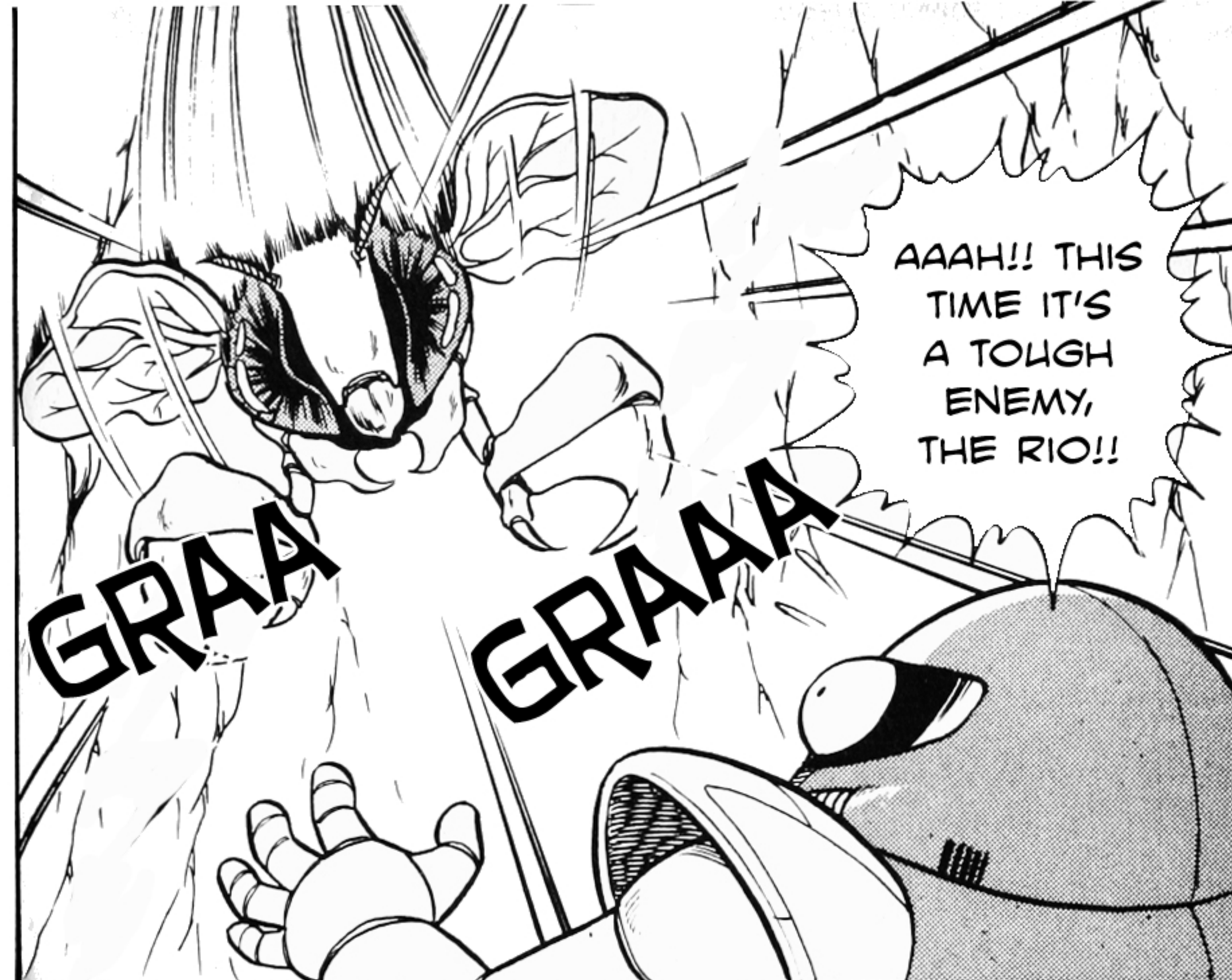
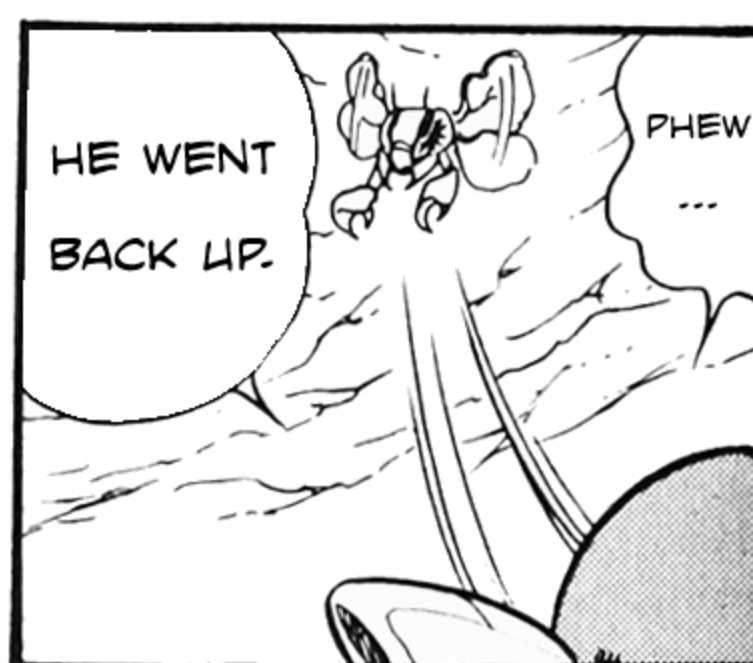
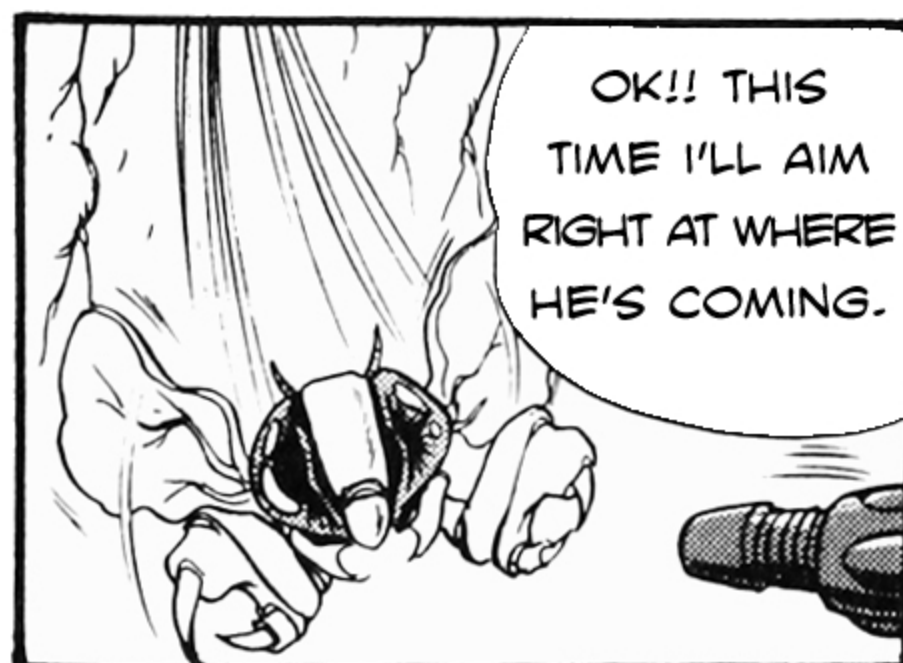


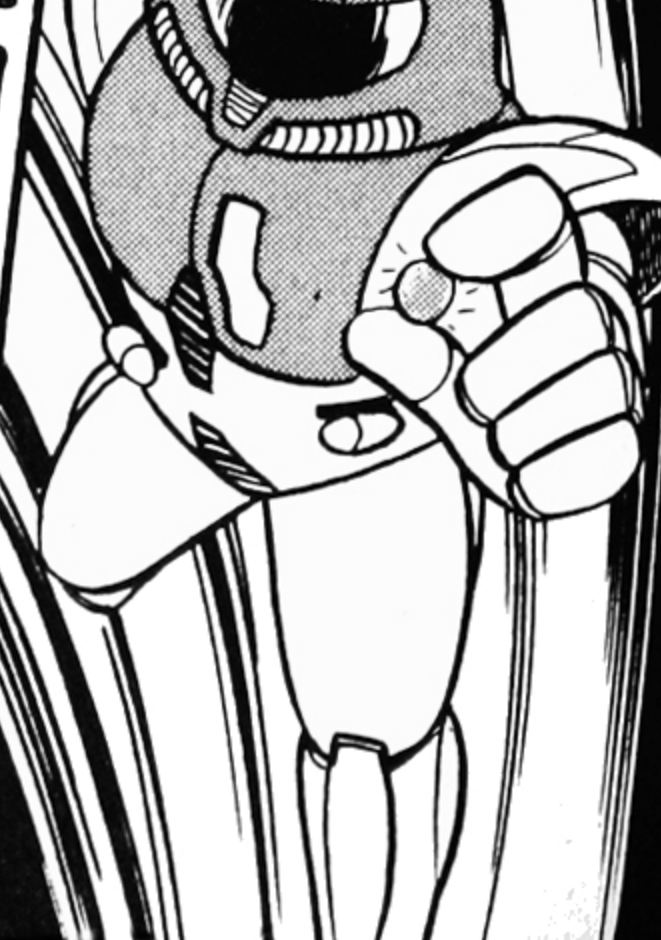
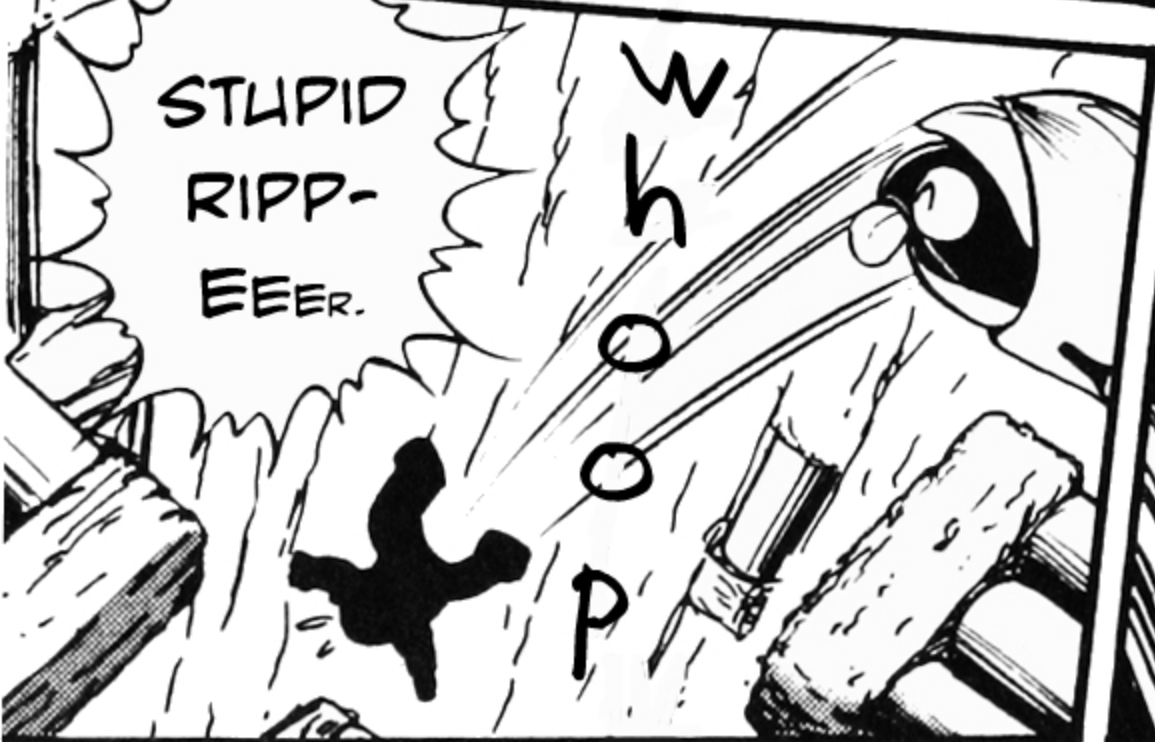
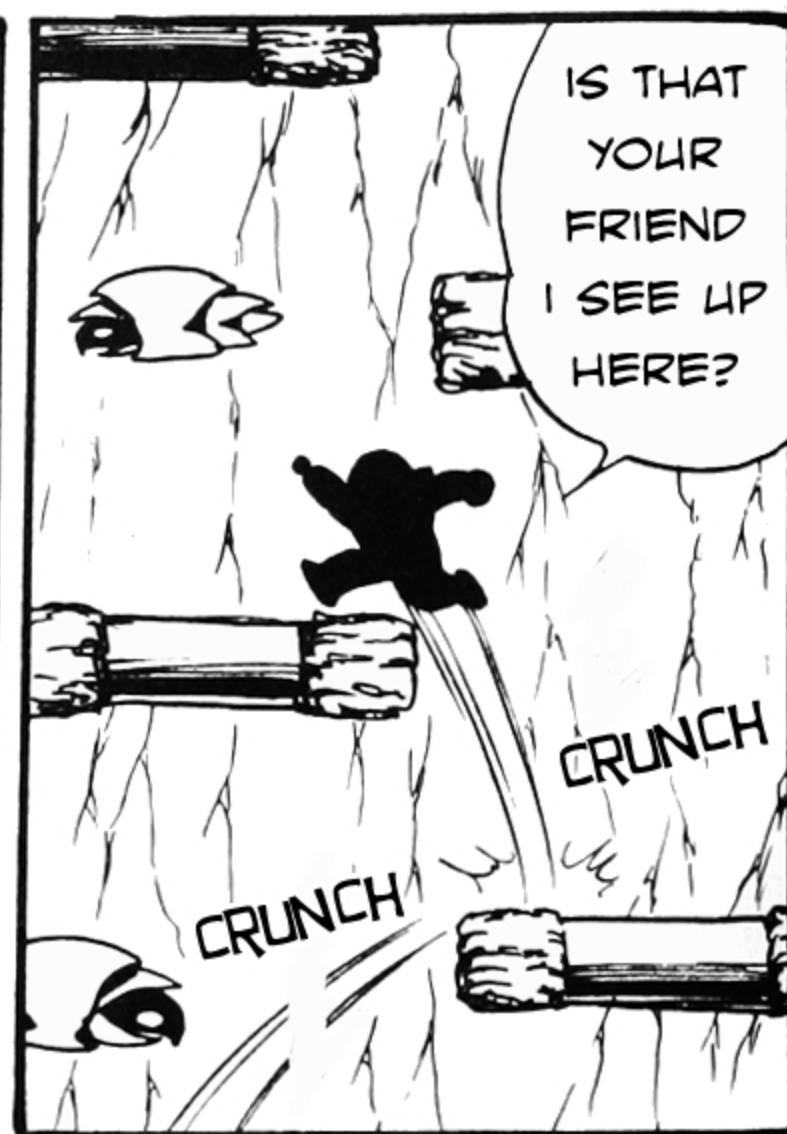
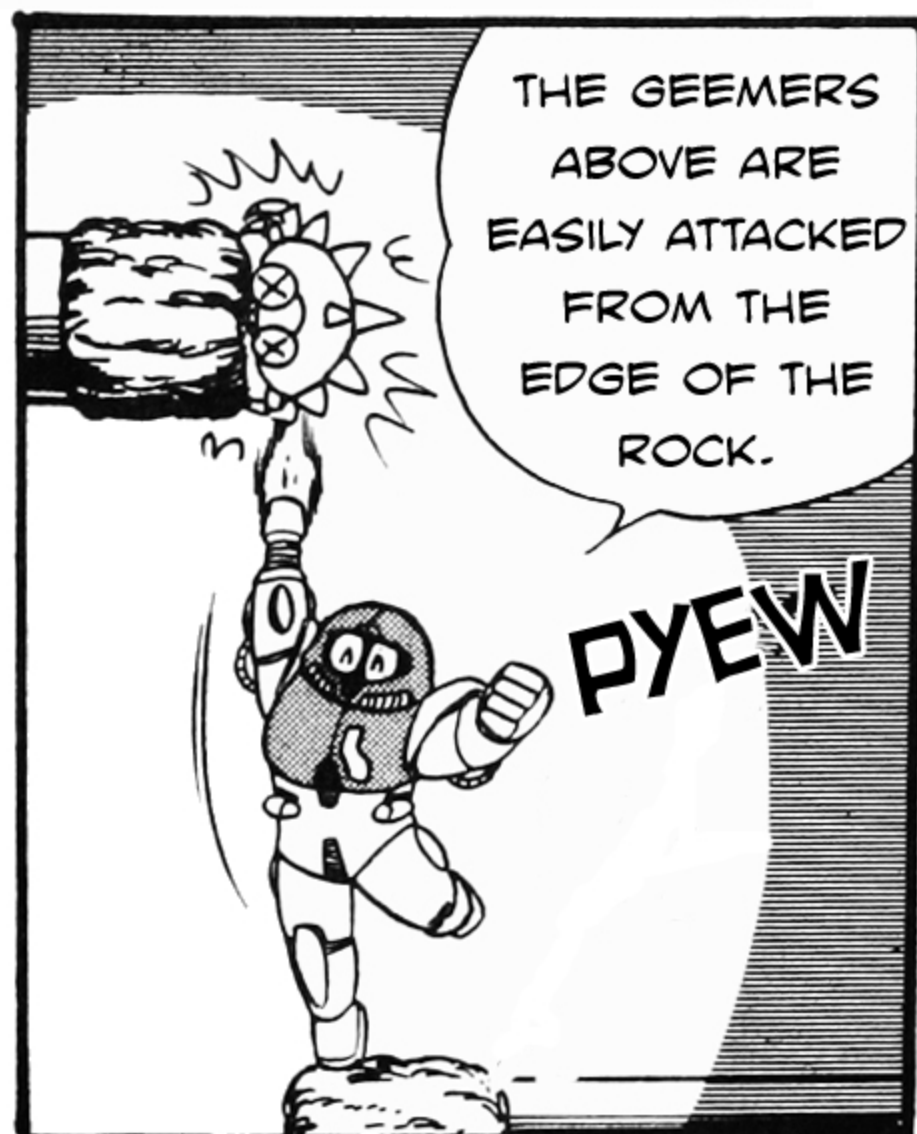
Perfect Strategy Guide 10

When this happens, jump, and it will fly back up.

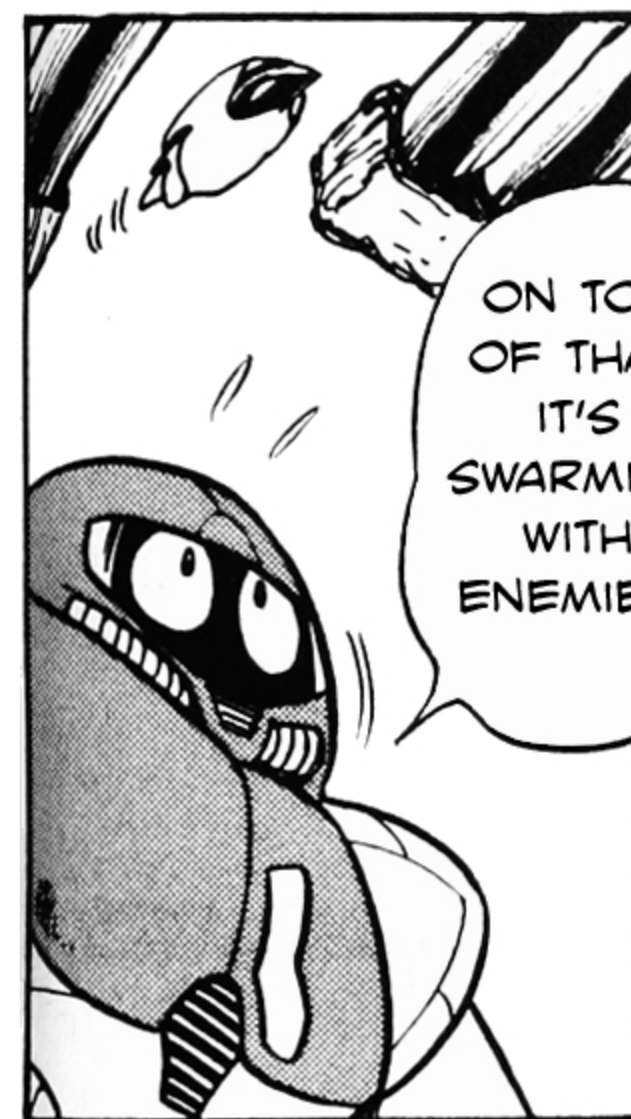
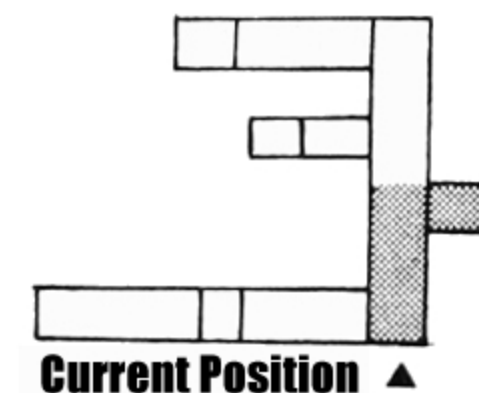


When the Rio flies to the floor, it is difficult to attack with your beam.





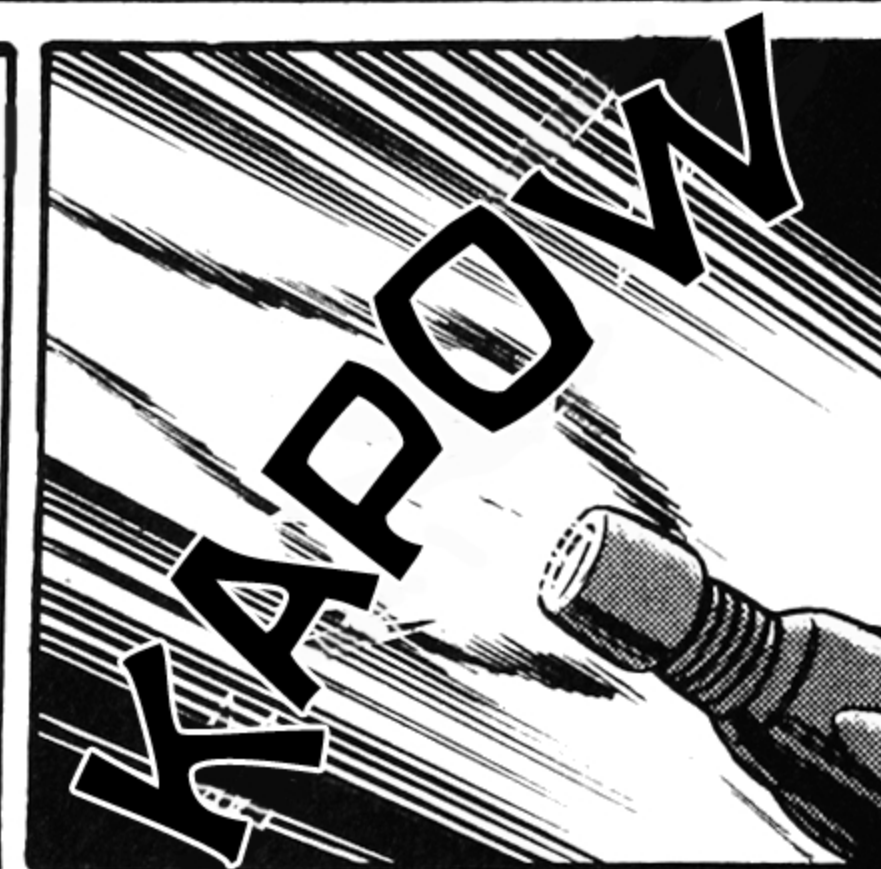
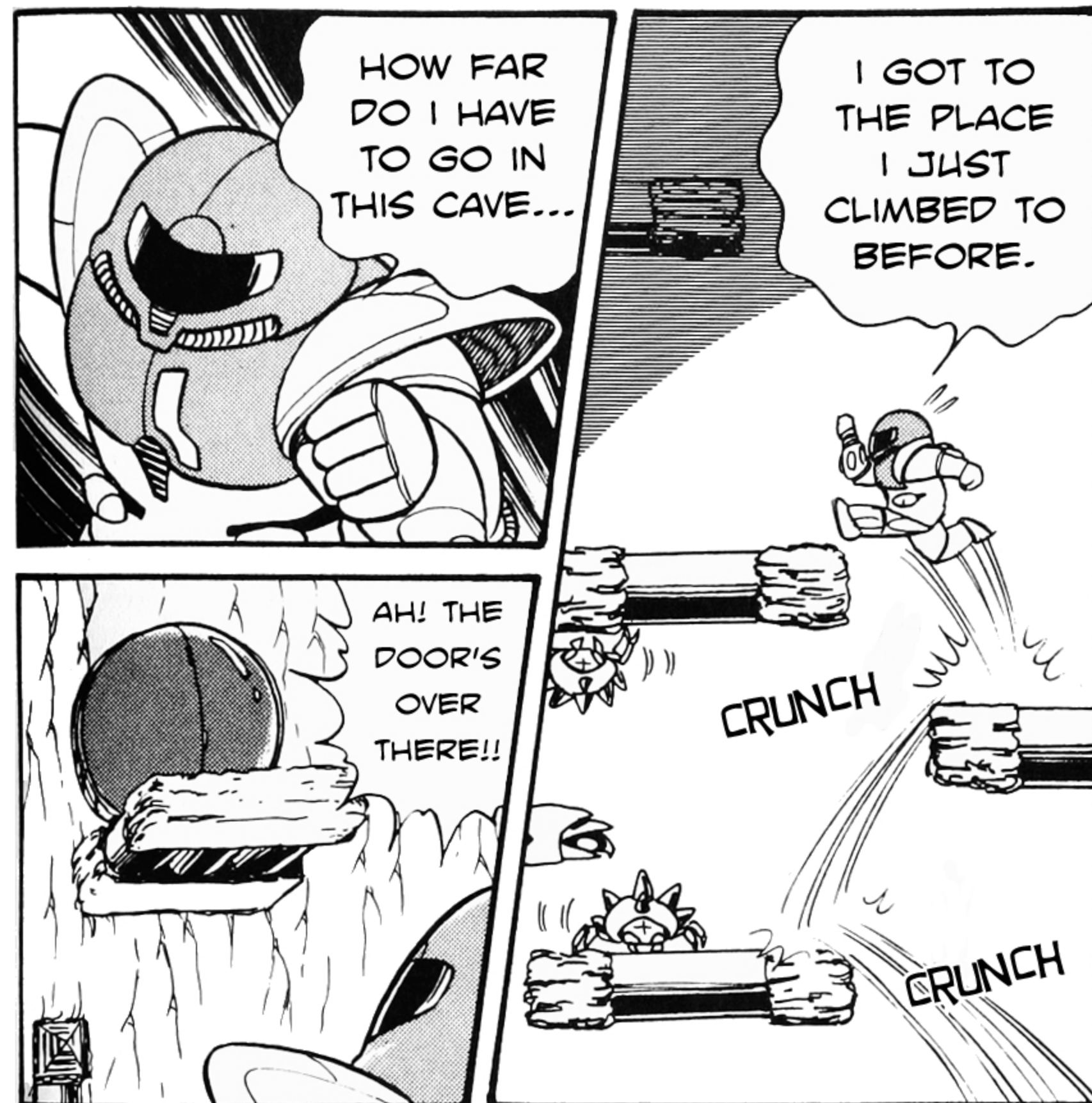
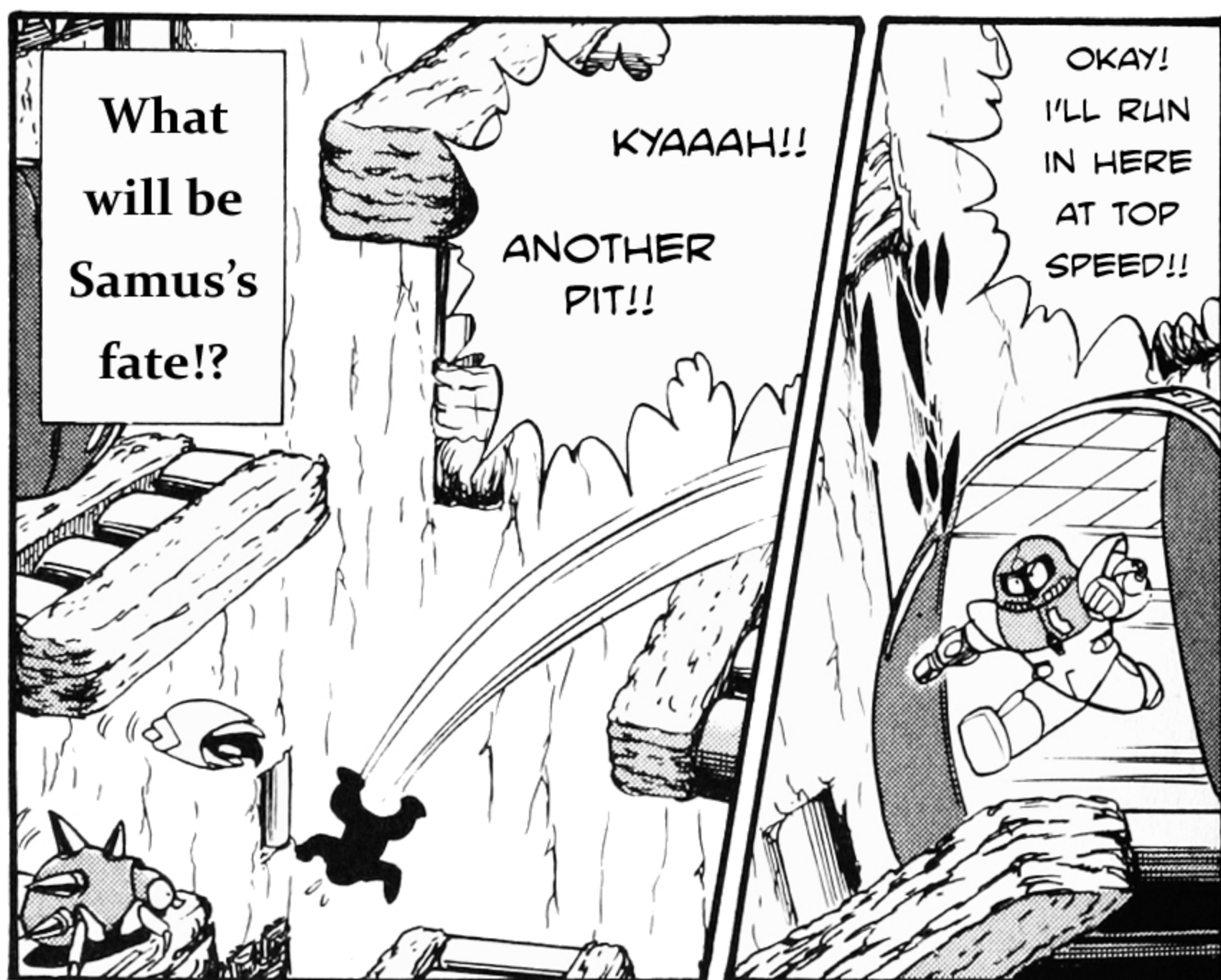
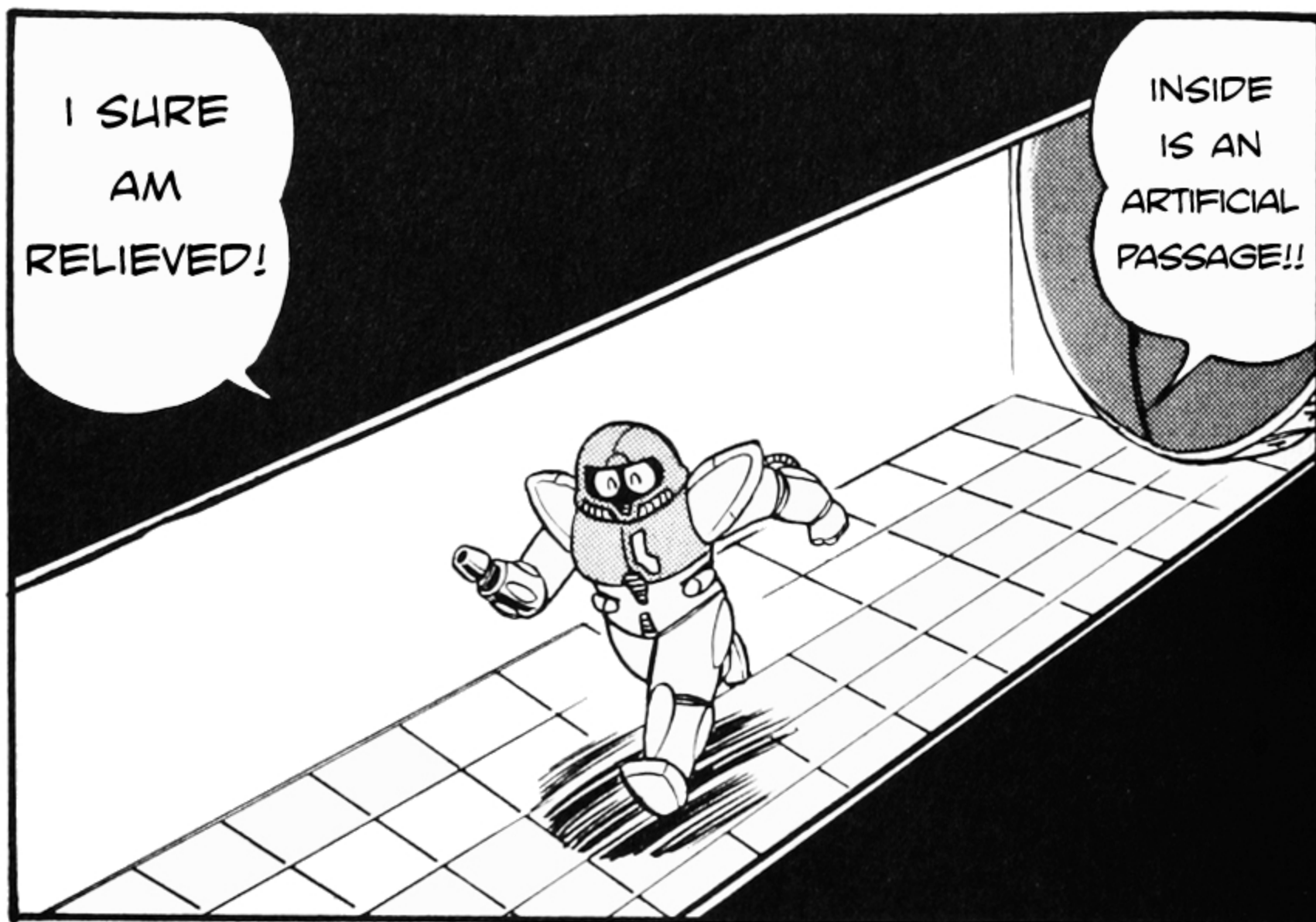
BRINSTAR 2



RIPPER

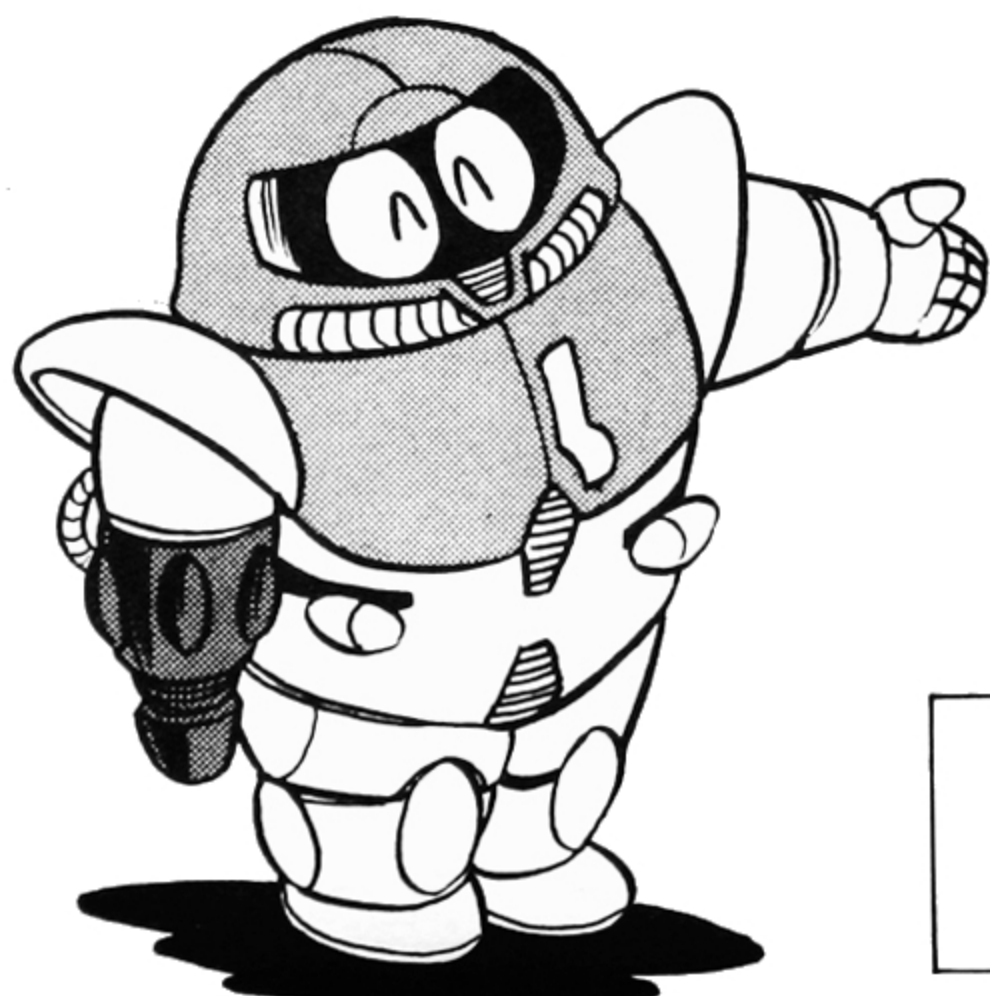


BEAMS BOUNCE OFF THIS ORGANISM'S HARD SHELL. IT MOVES HORIZONTALLY LEFT AND RIGHT. IT IS POSSIBLE TO DESTROY THE RED RIPPERS WITH MISSILES.



PRESENTING BRINSTAR MAP A!!

To Tourian ←



LONG BEAM

RED DOORS WON'T OPEN WITH BEAMS!! YOU CAN GO HERE ONCE YOU COLLECT FIVE MISSILES!!

WHEN YOU START, SAMUS'S ENERGY GAUGE WILL READ ONLY 30. WHEN YOU BEGIN, CONCENTRATE ON COLLECTING ENERGY. YOU CAN FILL THE GAUGE TO A MAXIMUM OF 99.

Brinstar Map®
Pg. 73

MARU
MARI

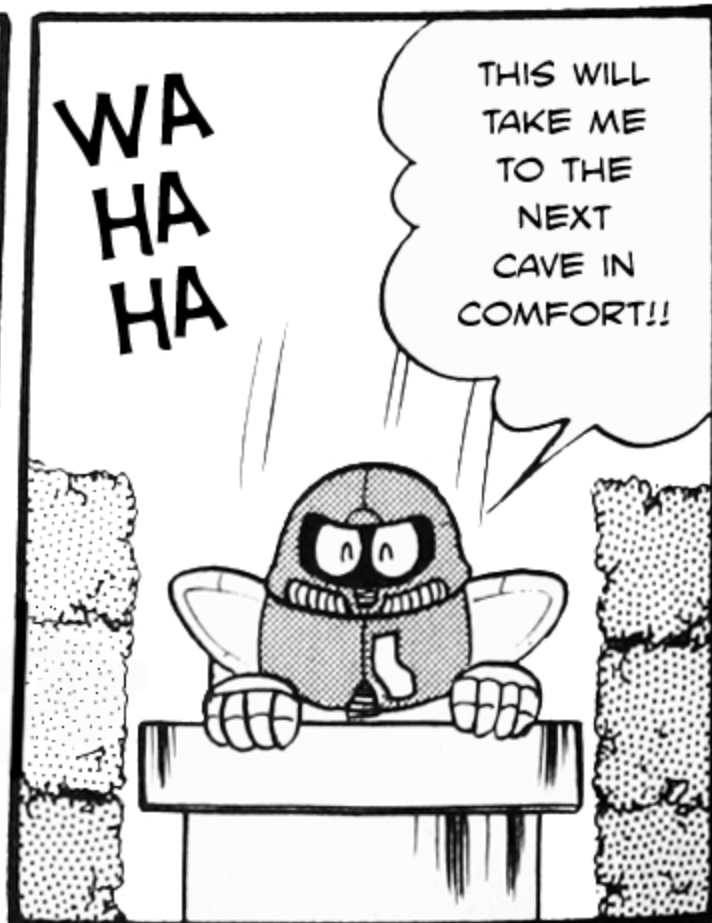
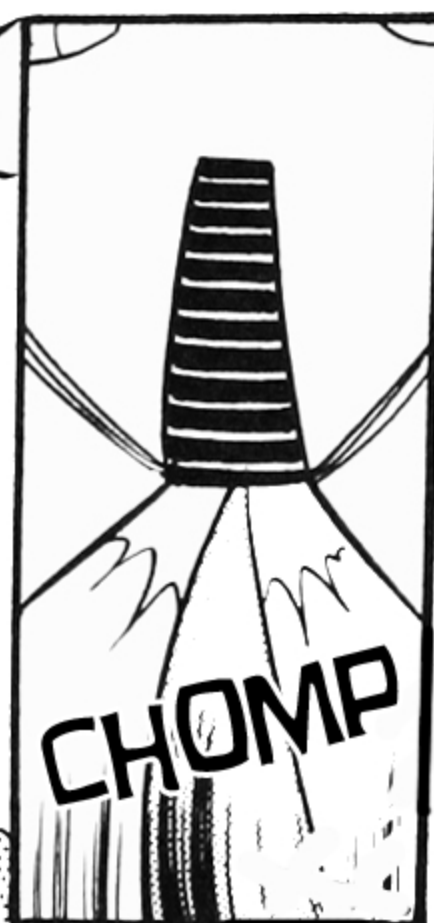
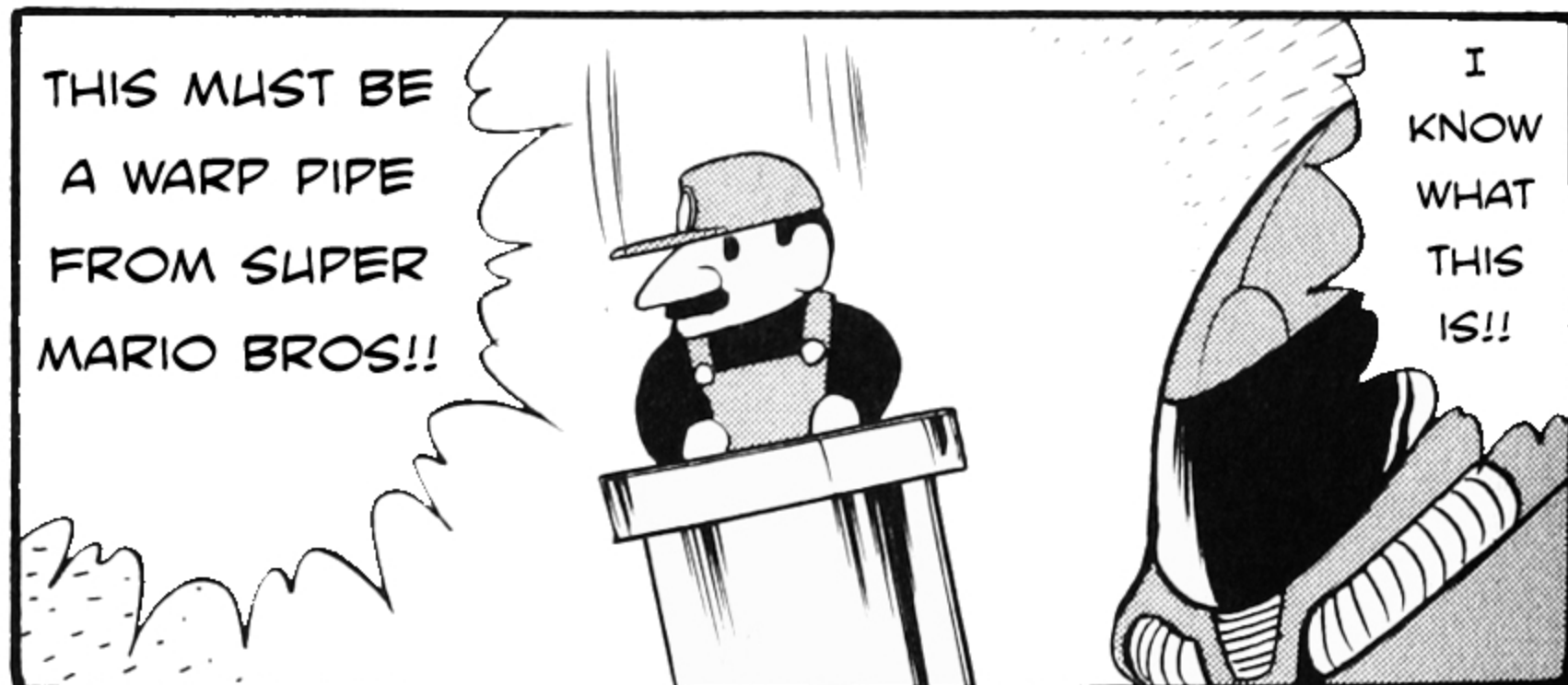
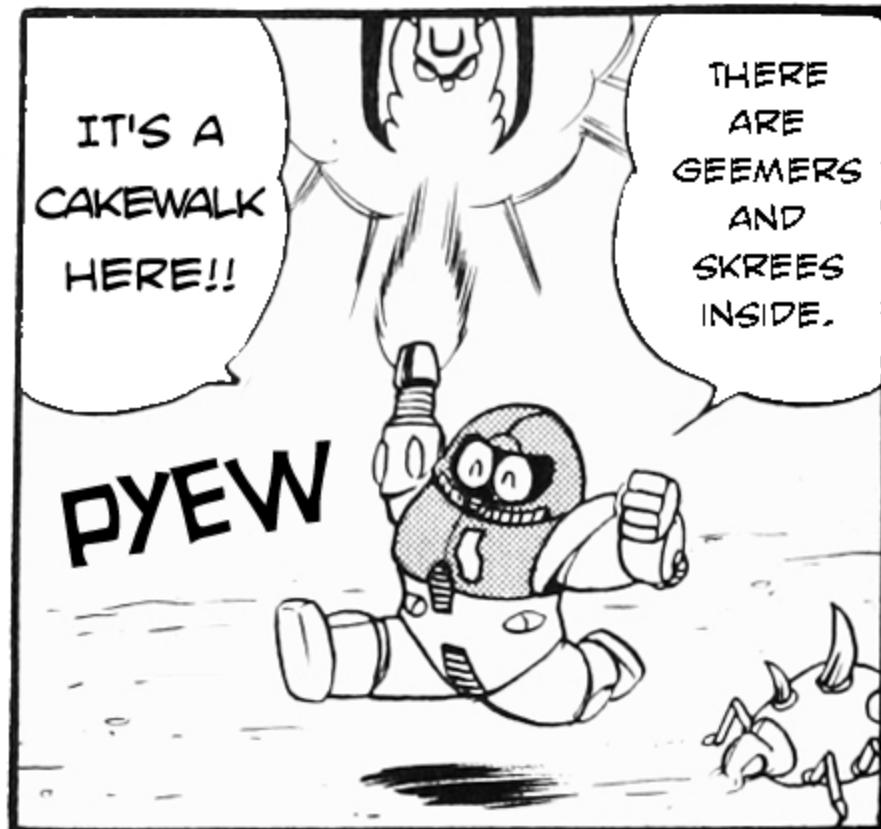
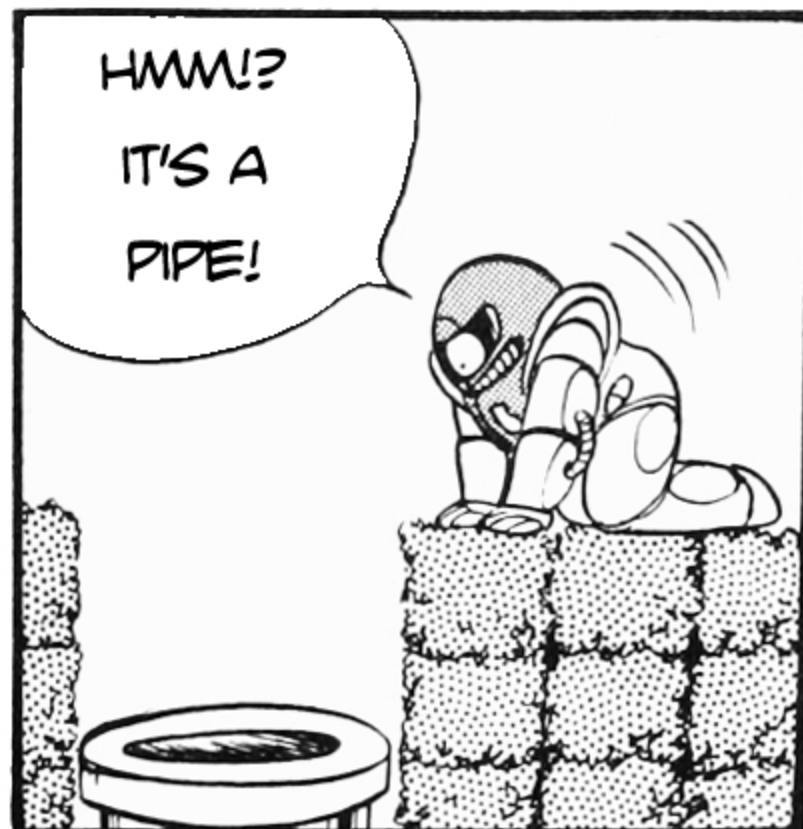


THOUGH THIS RIO IS A TOUGH ENEMY, IT HAS A HIGH CHANCE OF DROPPING AN ENERGY BALL.

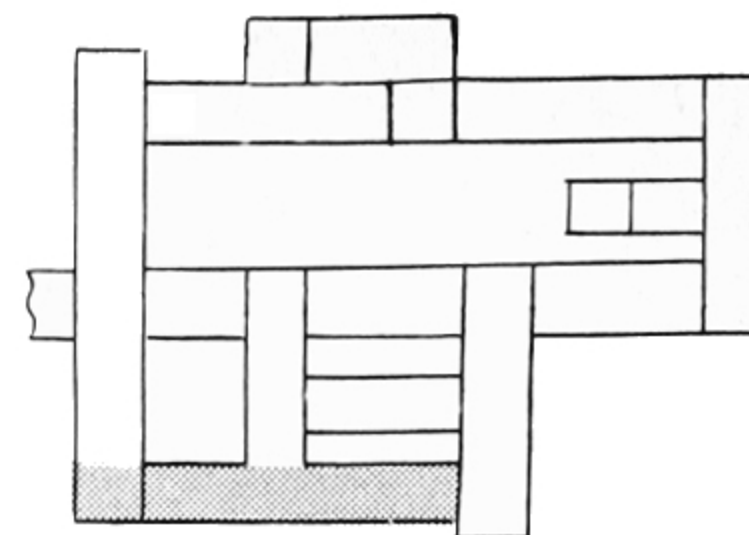
▲ Start

↓ To The Miniboss Cave

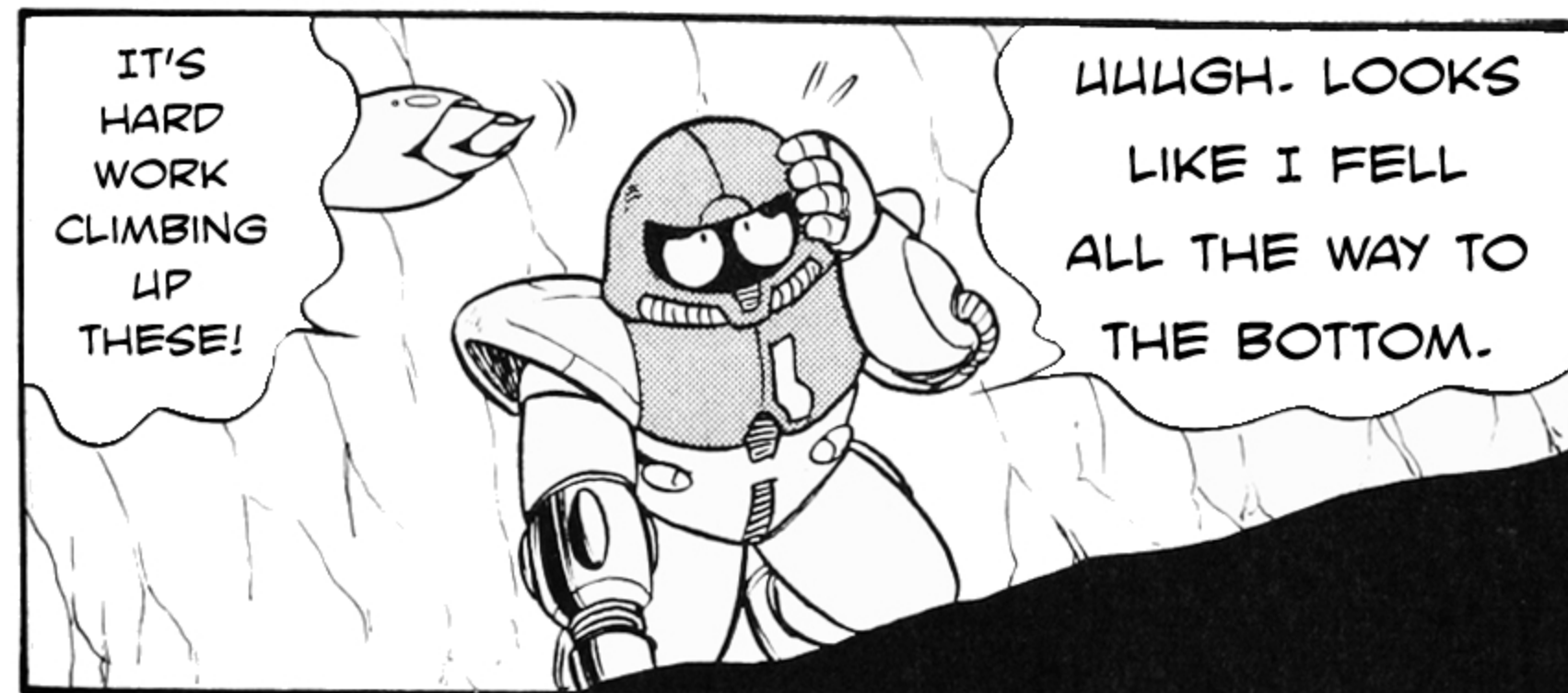
Perfect Strategy Guide 10

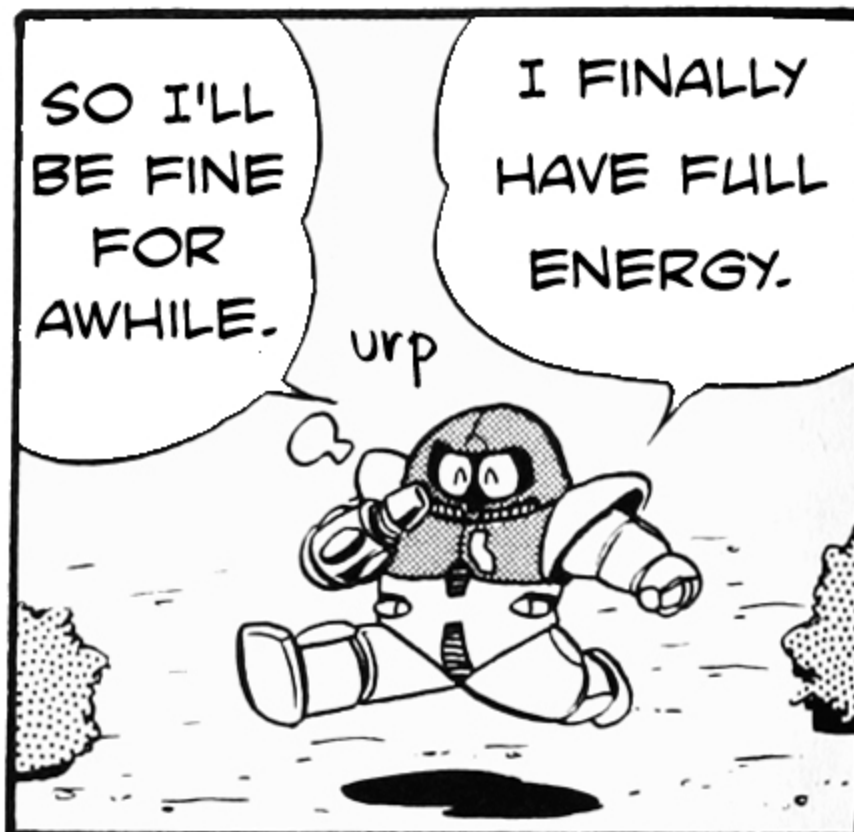
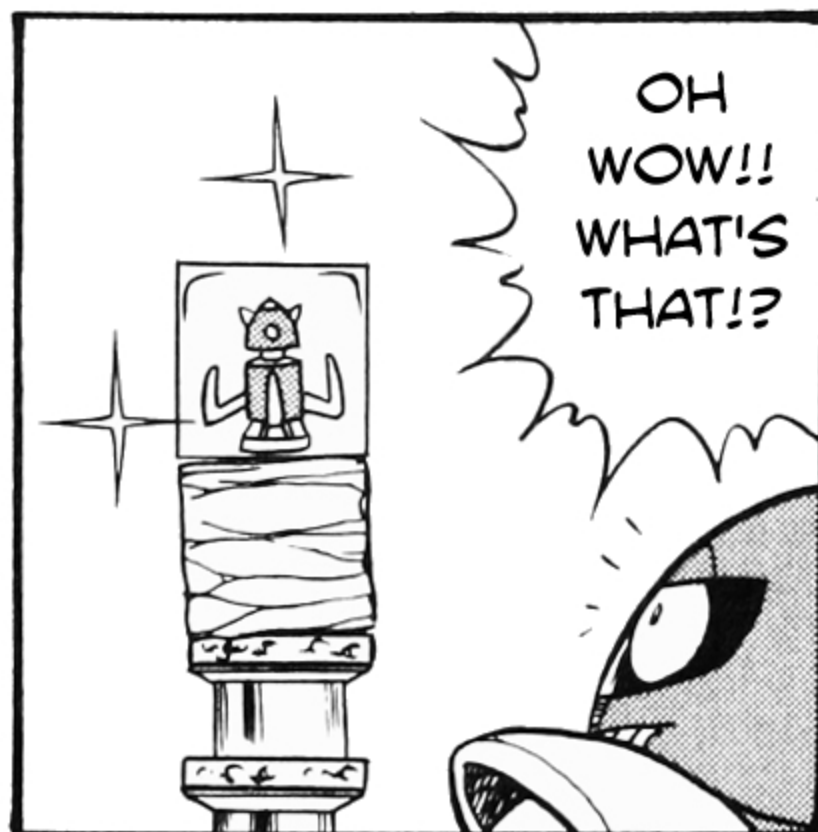


BRINSTAR 3

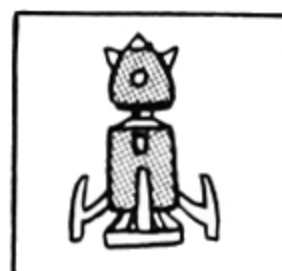


▲ Current Position

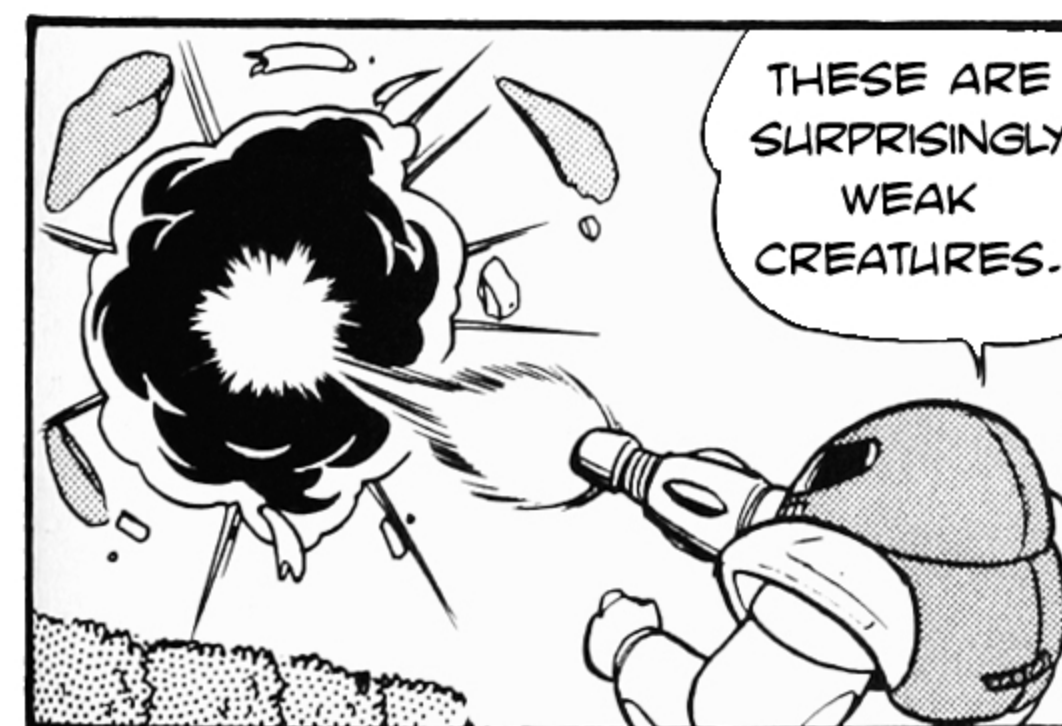
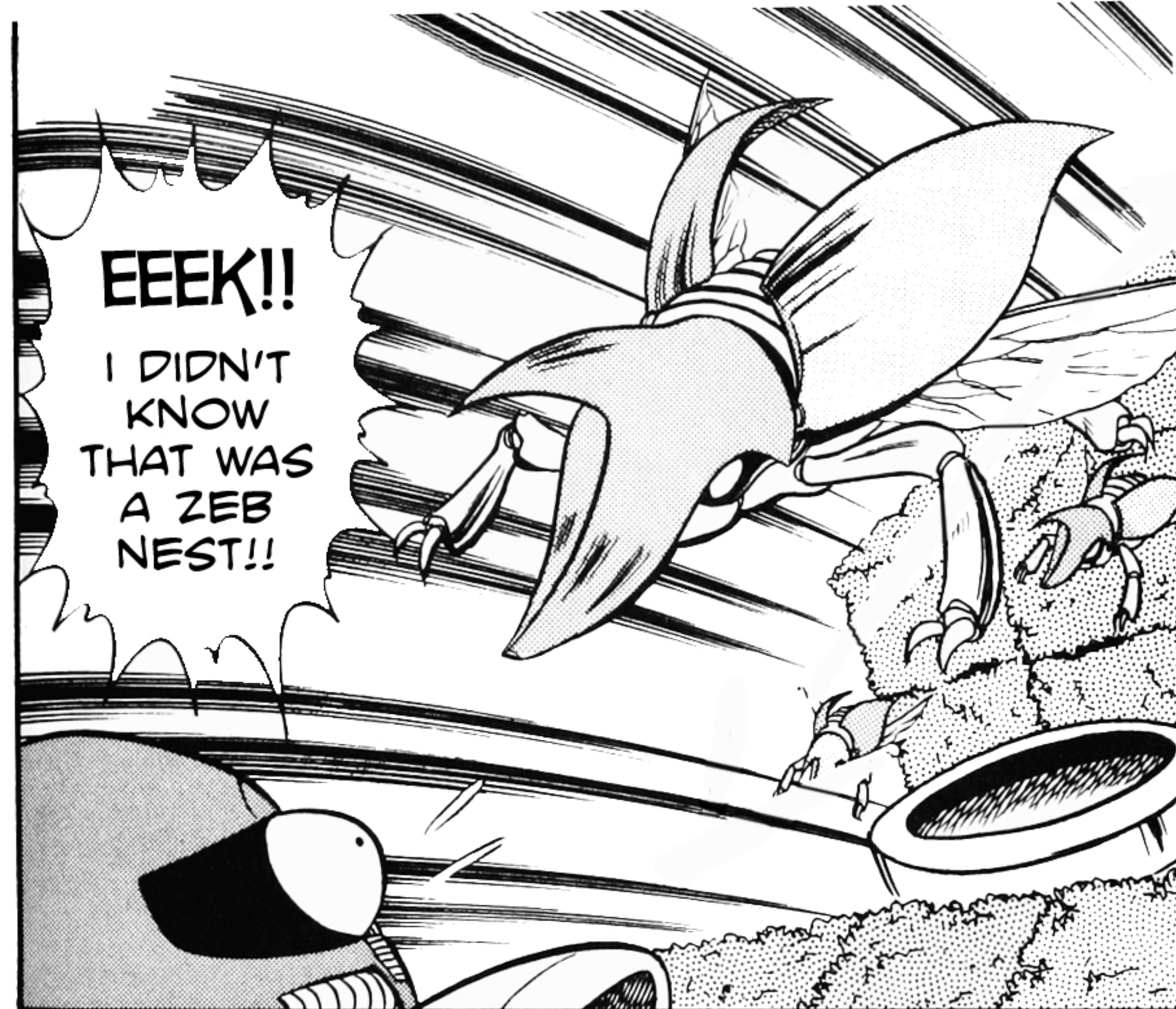




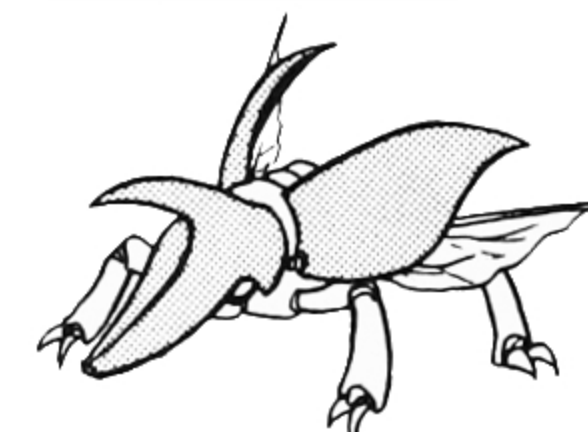
MISSILE



WHEN YOU COLLECT ONE, YOU WILL RECEIVE FIVE MISSILES. YOU CAN DEFEAT ANY ENEMIES THAT SHOW UP WITH ONE MISSILE.

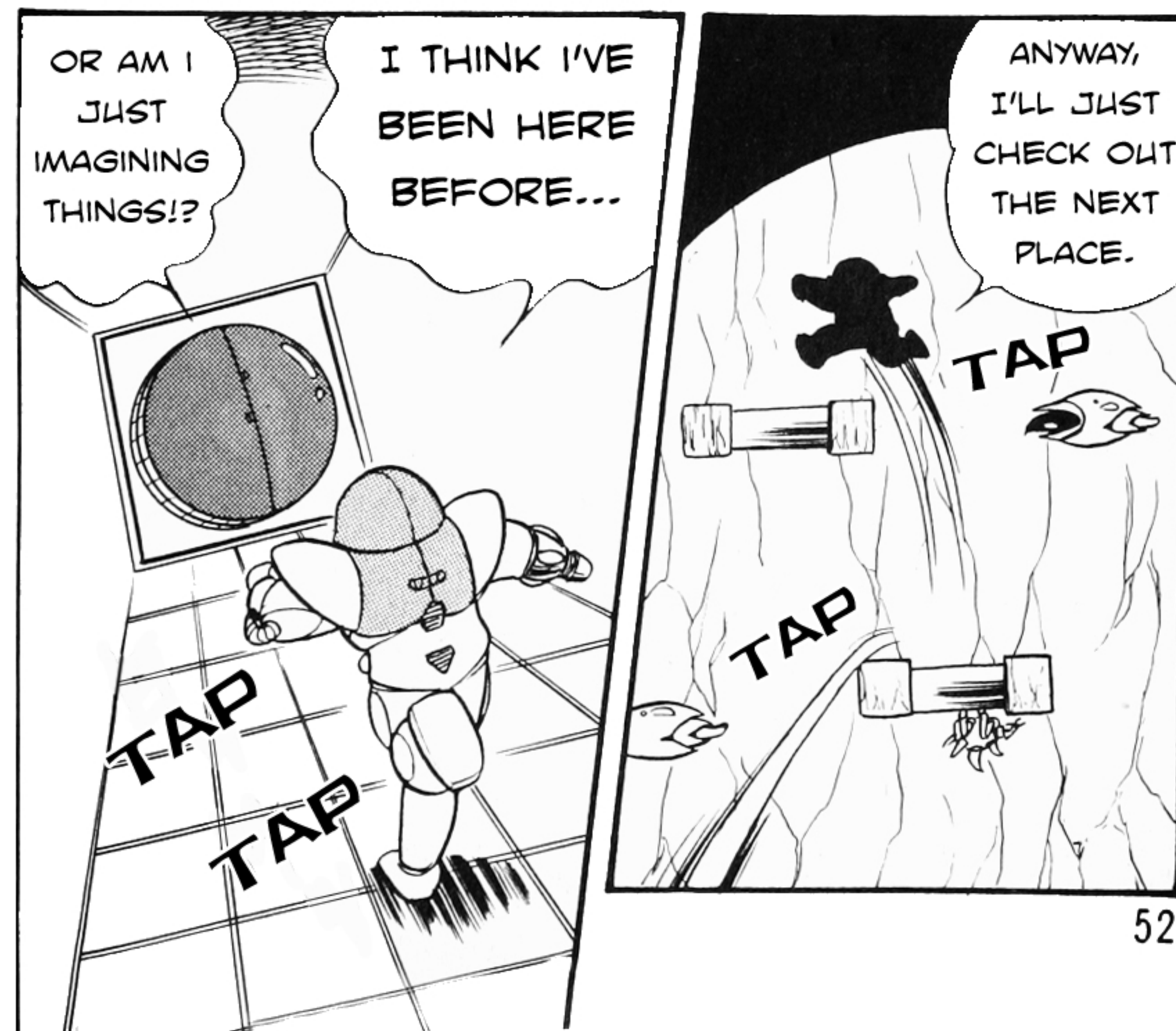
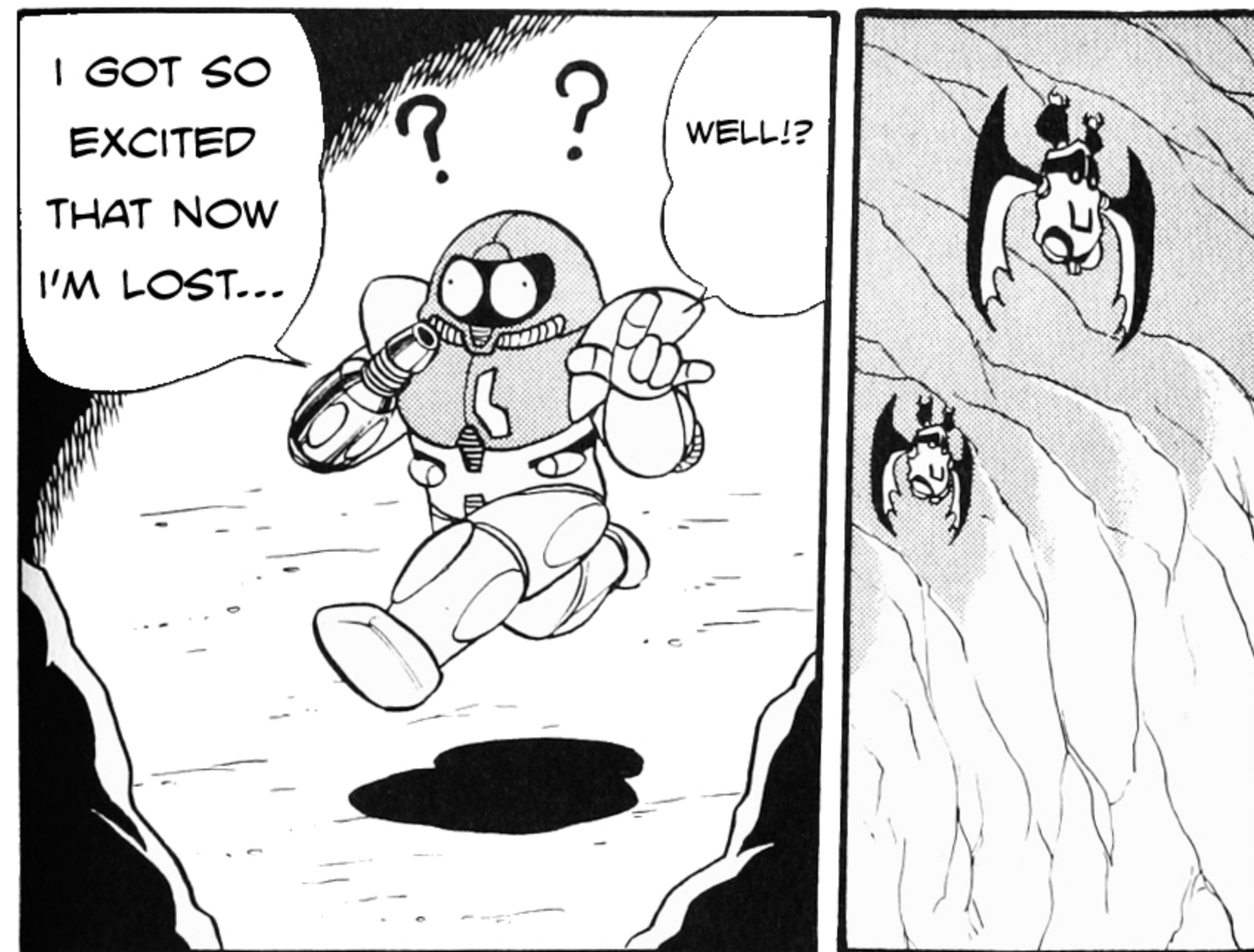
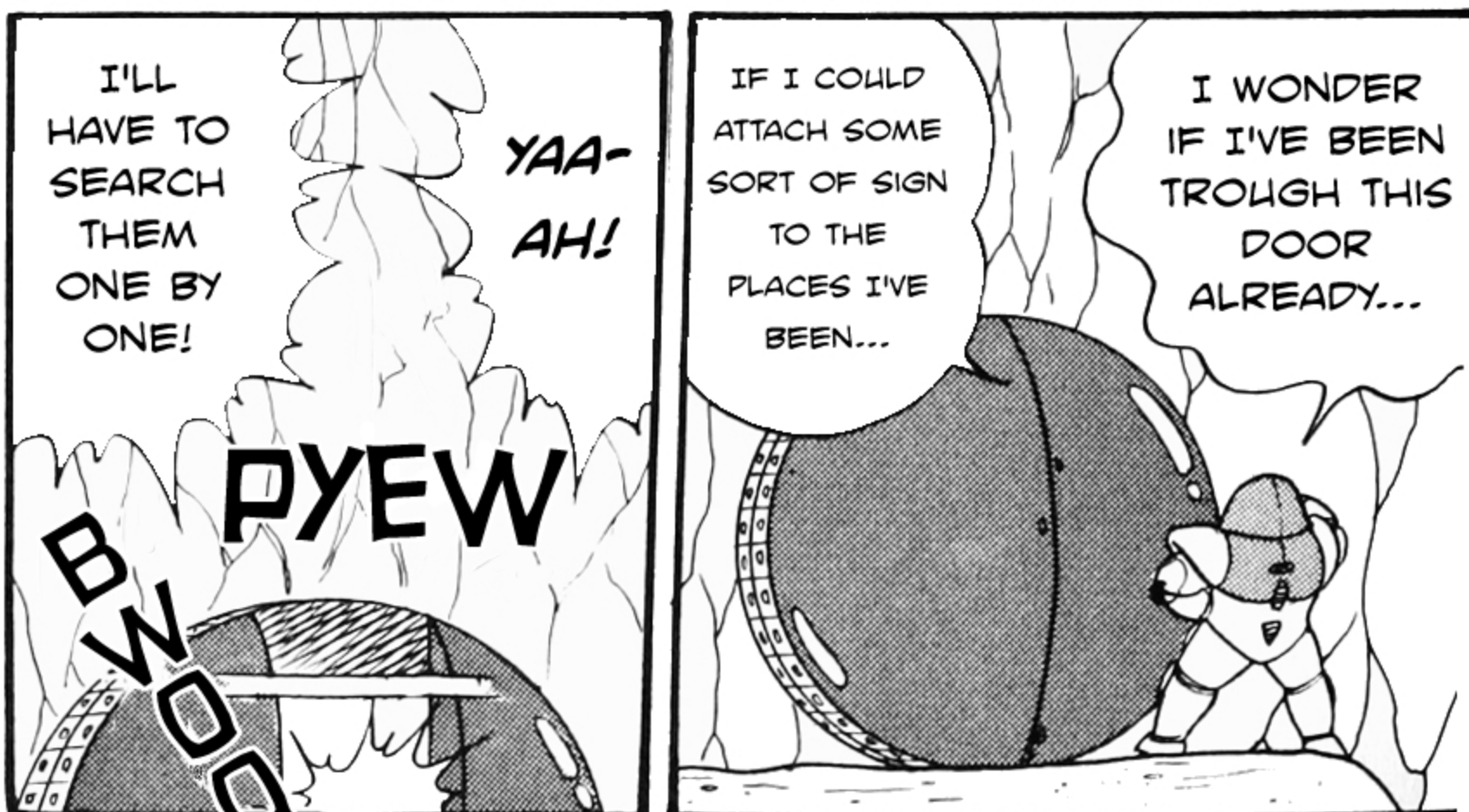
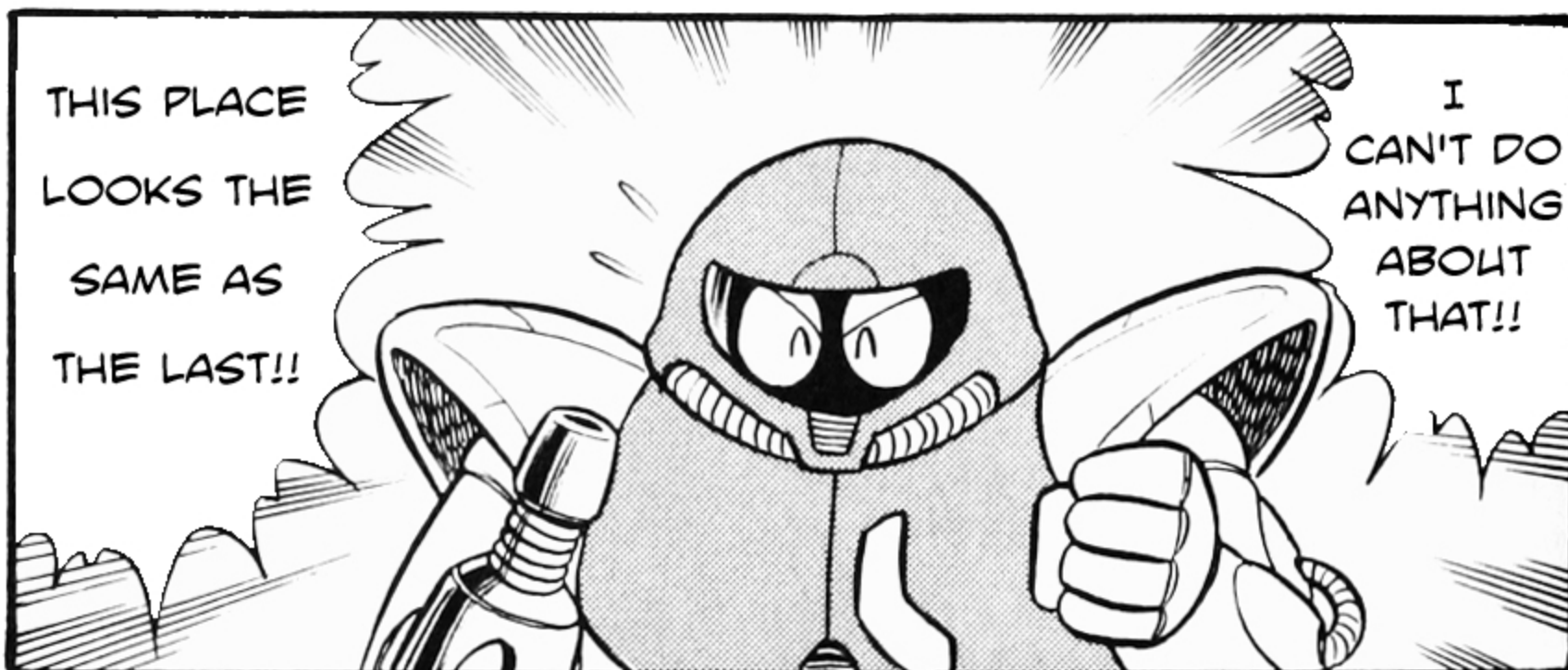
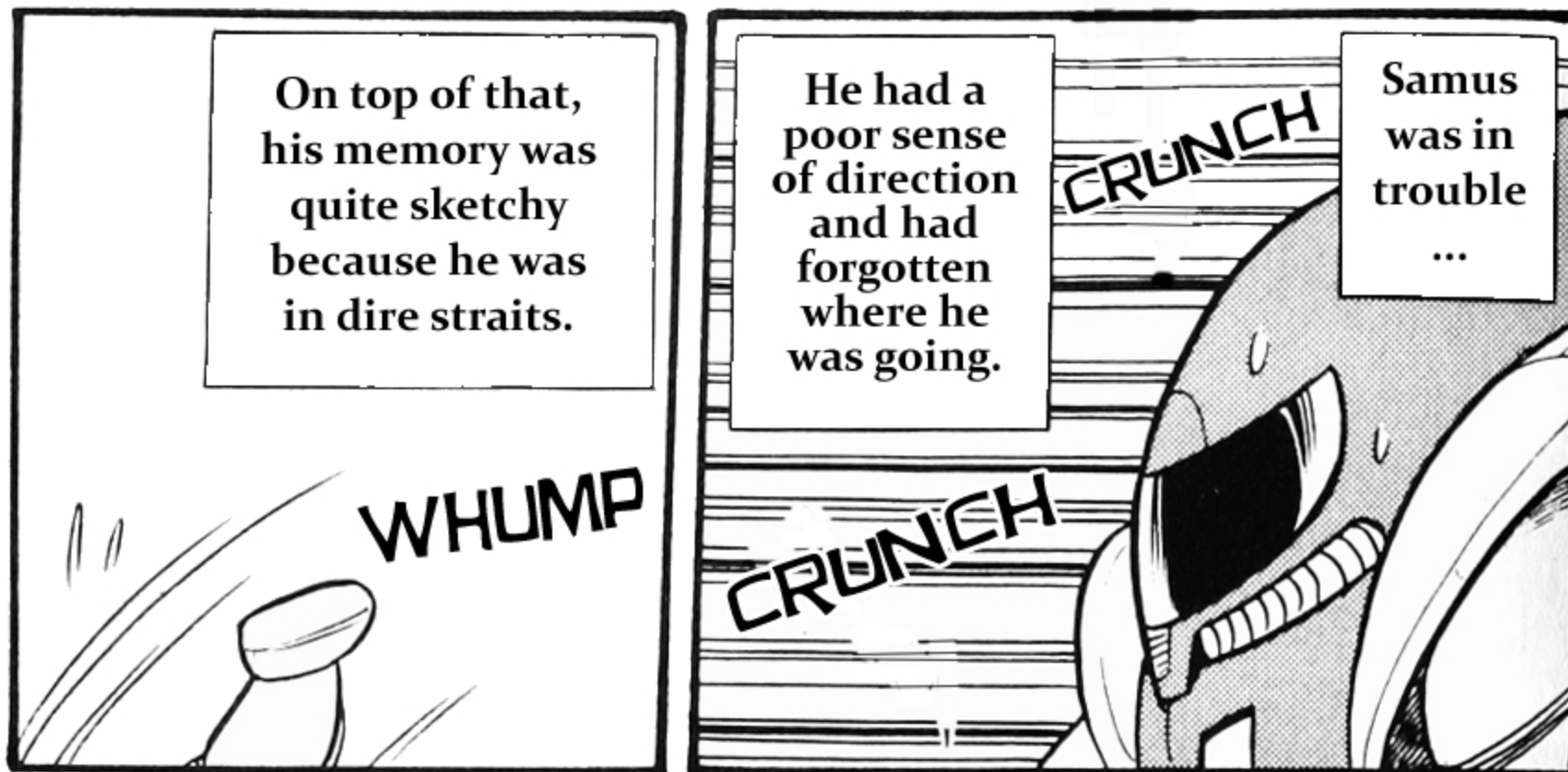


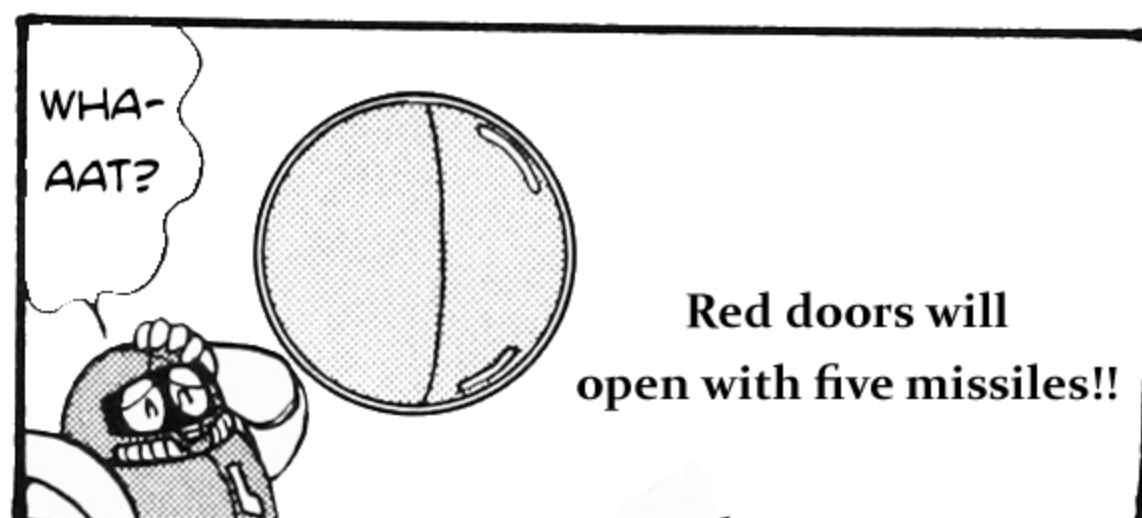
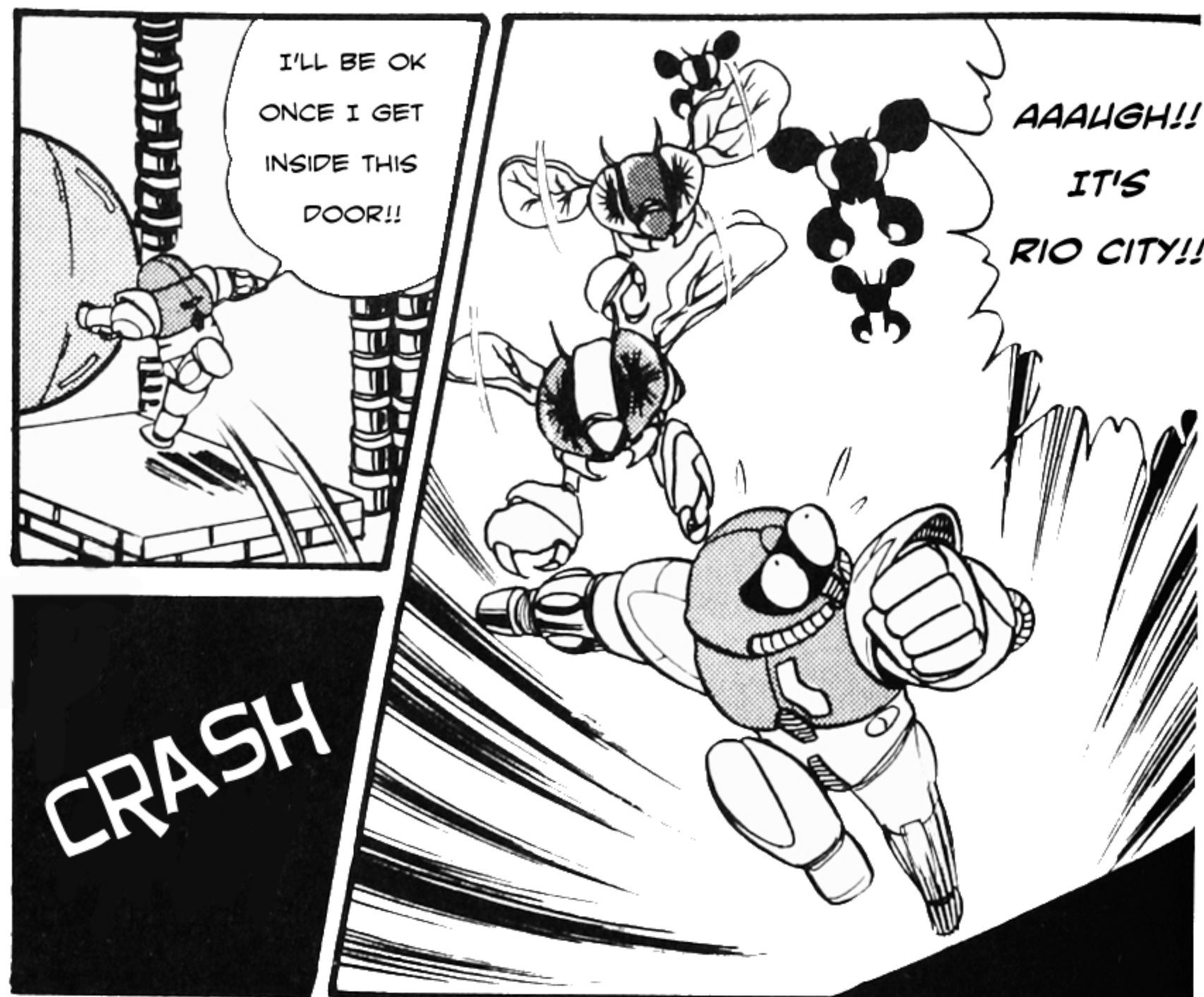
ZEB



THIS BEETLE MONSTER FLIES OUT OF VENTILATION SHAFTS. THEY ARE WEAK, SO YOU CAN COLLECT FULL ENERGY BY SHOOTING EACH ONE THAT COMES OUT.

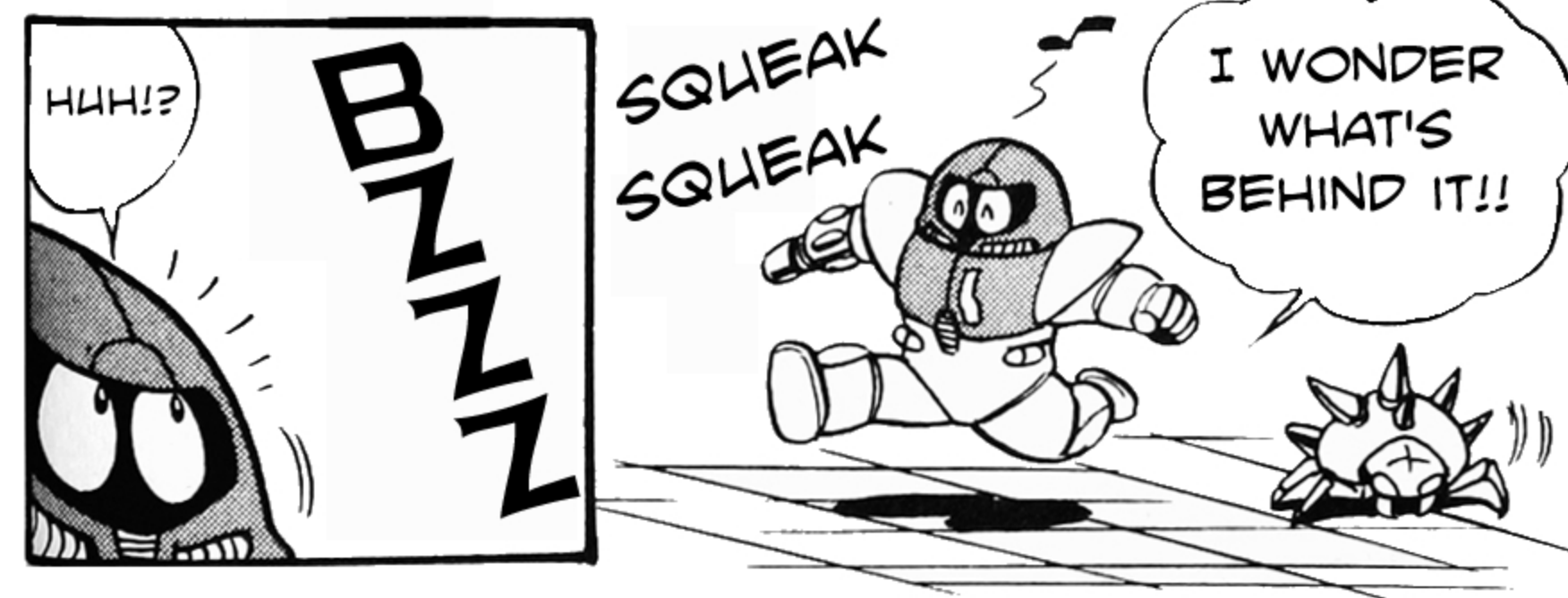
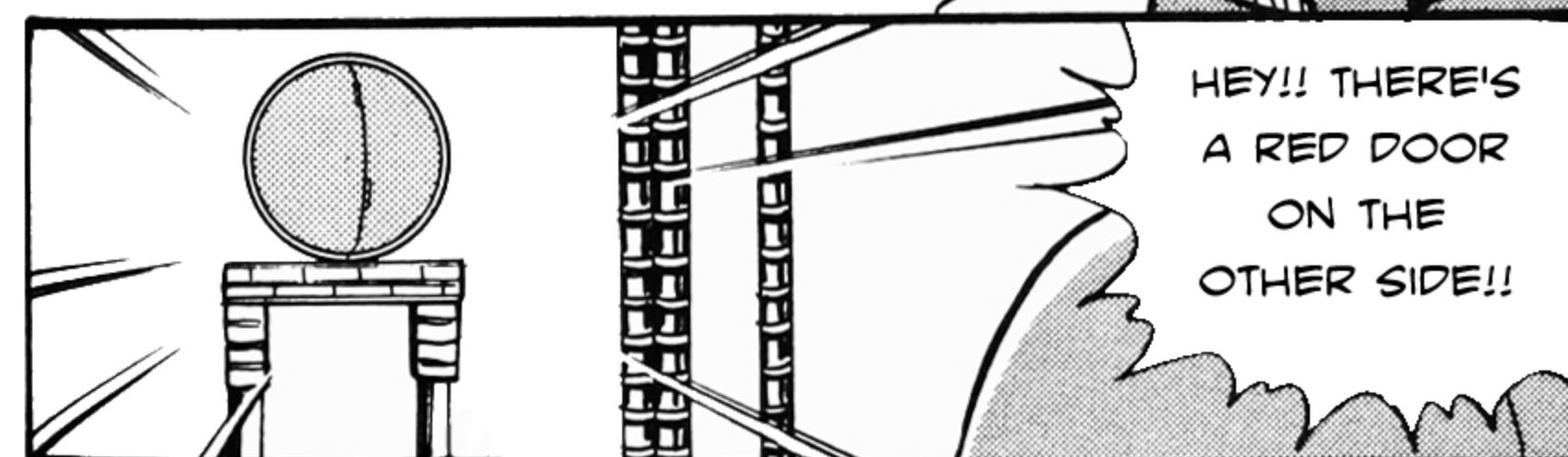
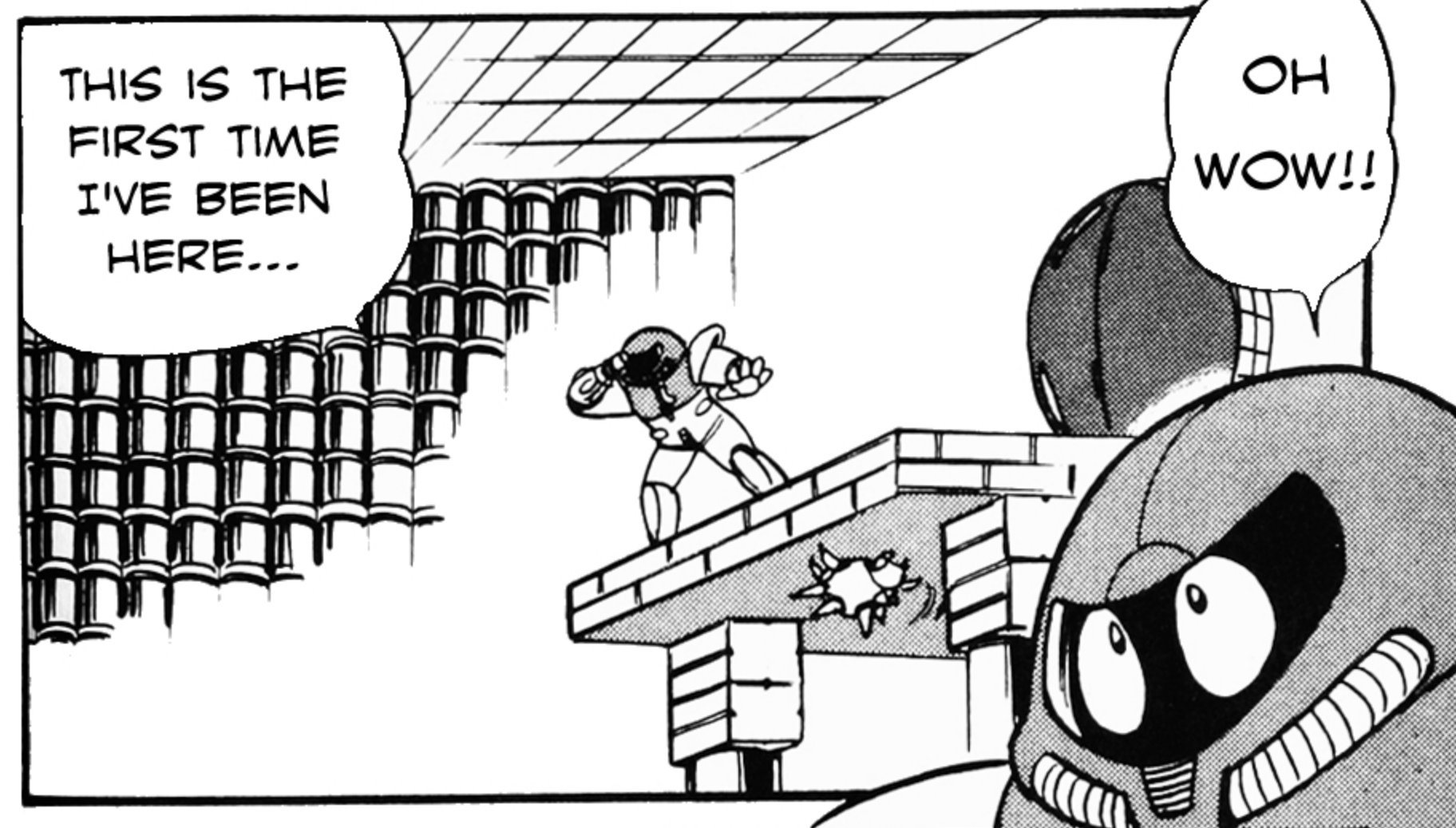
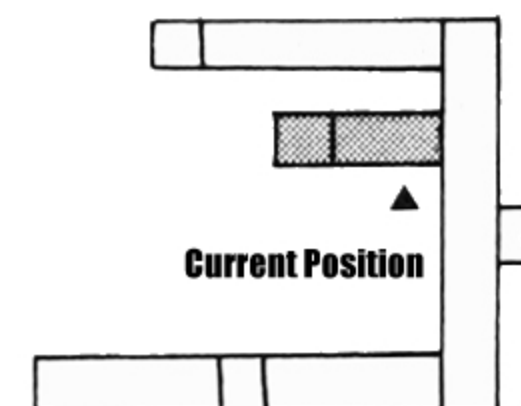
Perfect Strategy Guide 10





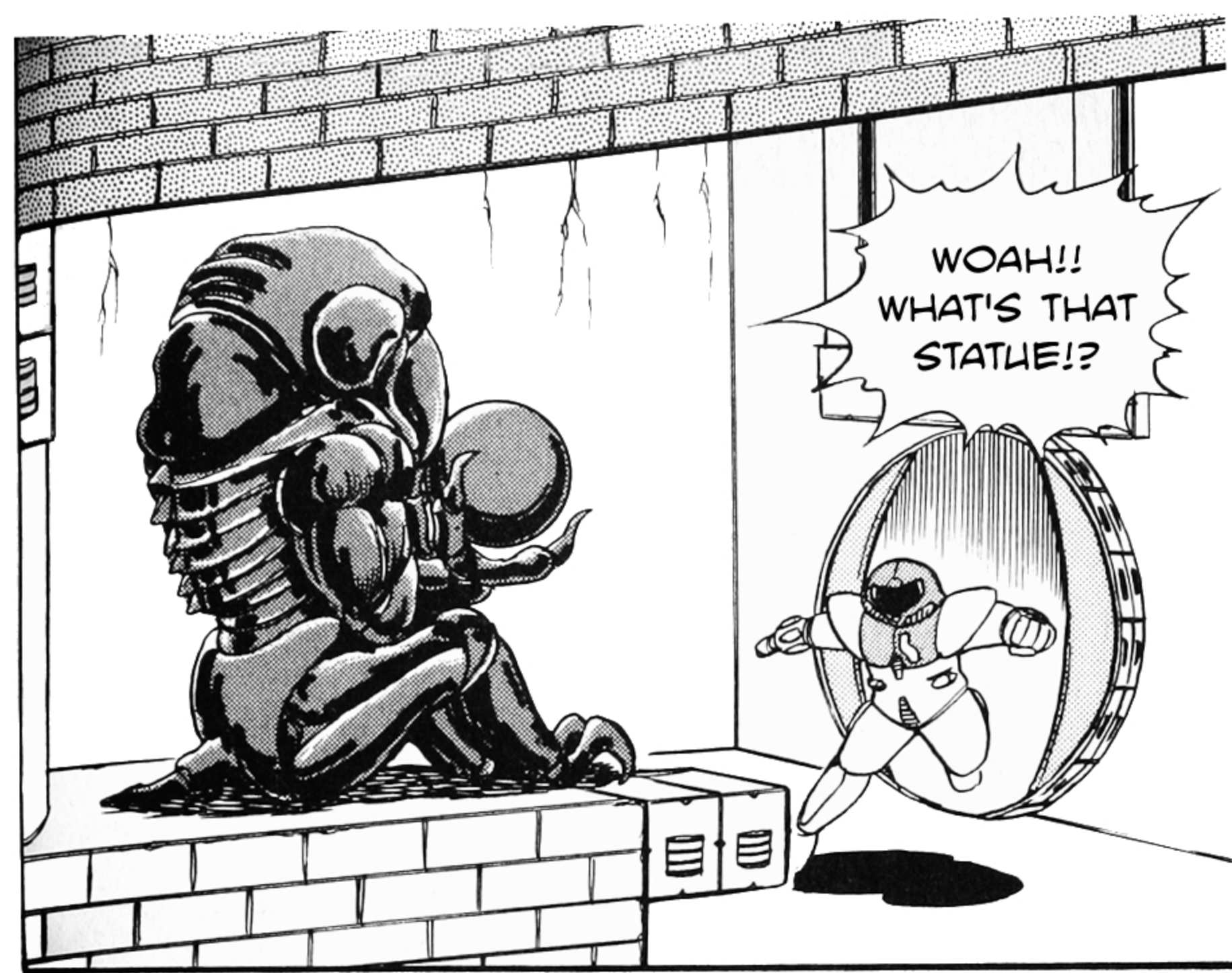
BRINSTAR 4

(BACK TO MAP A)

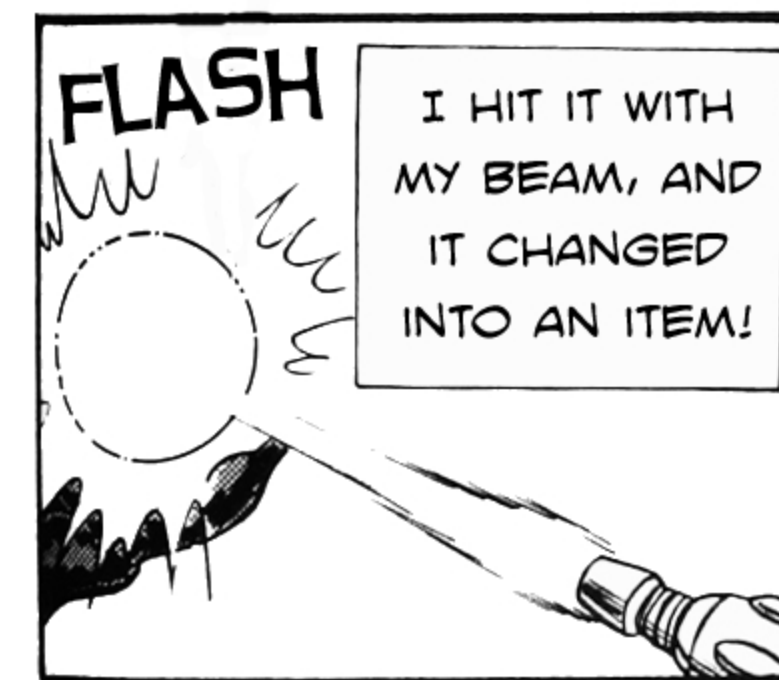




WITH THE
LONG
BEAM,
IT'S EASY
TO BEAT
DISTANT
ENEMIES!!

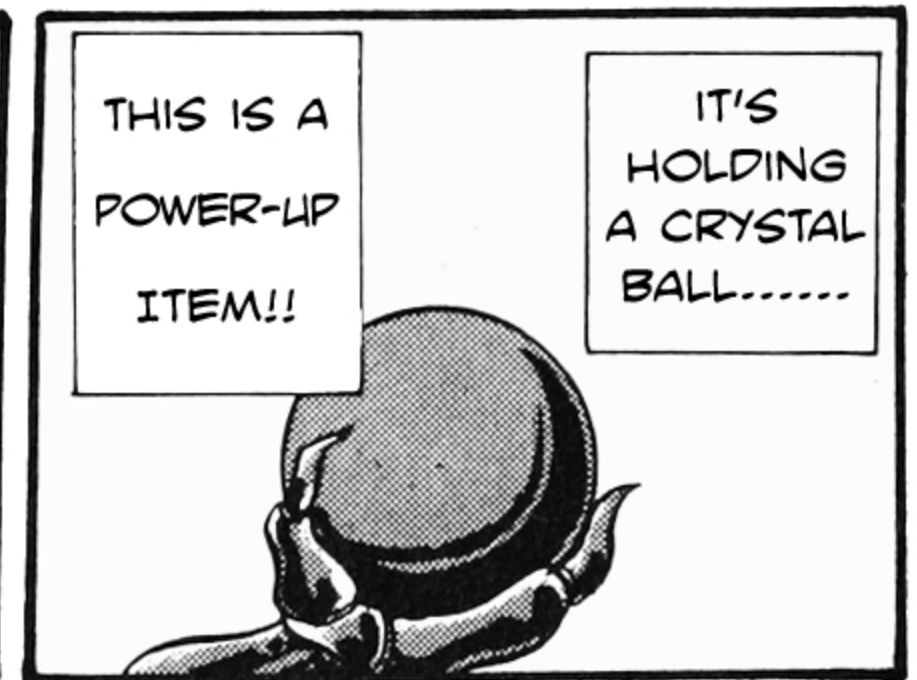


WOAH!!
WHAT'S THAT
STATUE!?



FLASH

I HIT IT WITH
MY BEAM, AND
IT CHANGED
INTO AN ITEM!



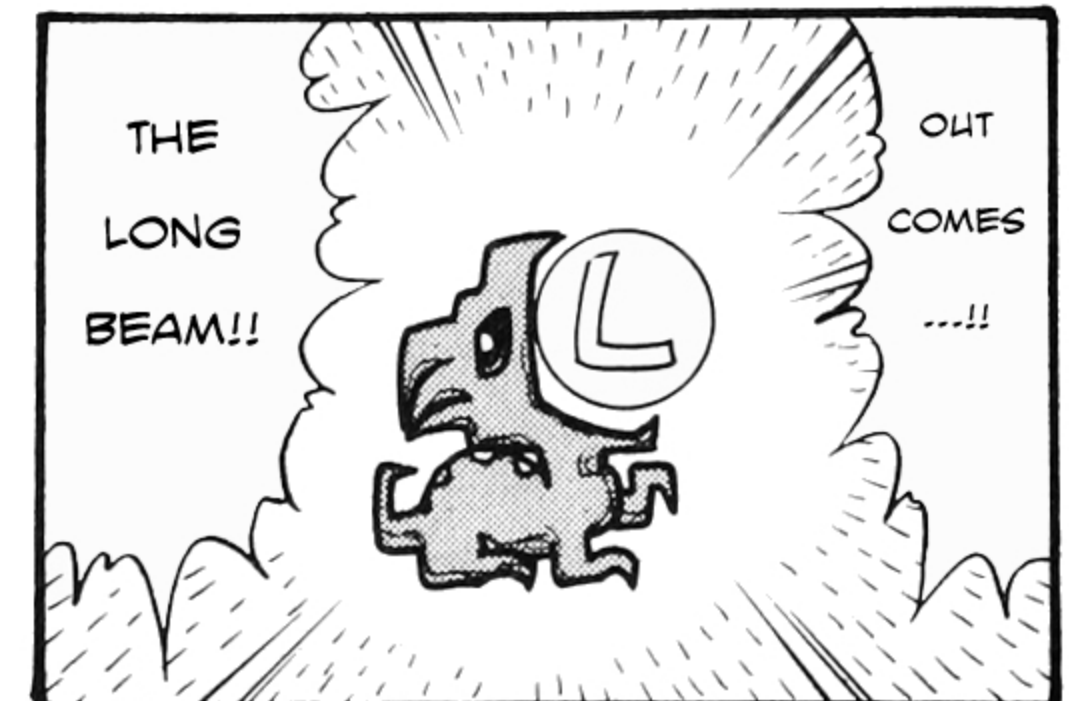
THIS IS A
POWER-UP
ITEM!!

IT'S
HOLDING A
CRYSTAL
BALL.....

LONG BEAM

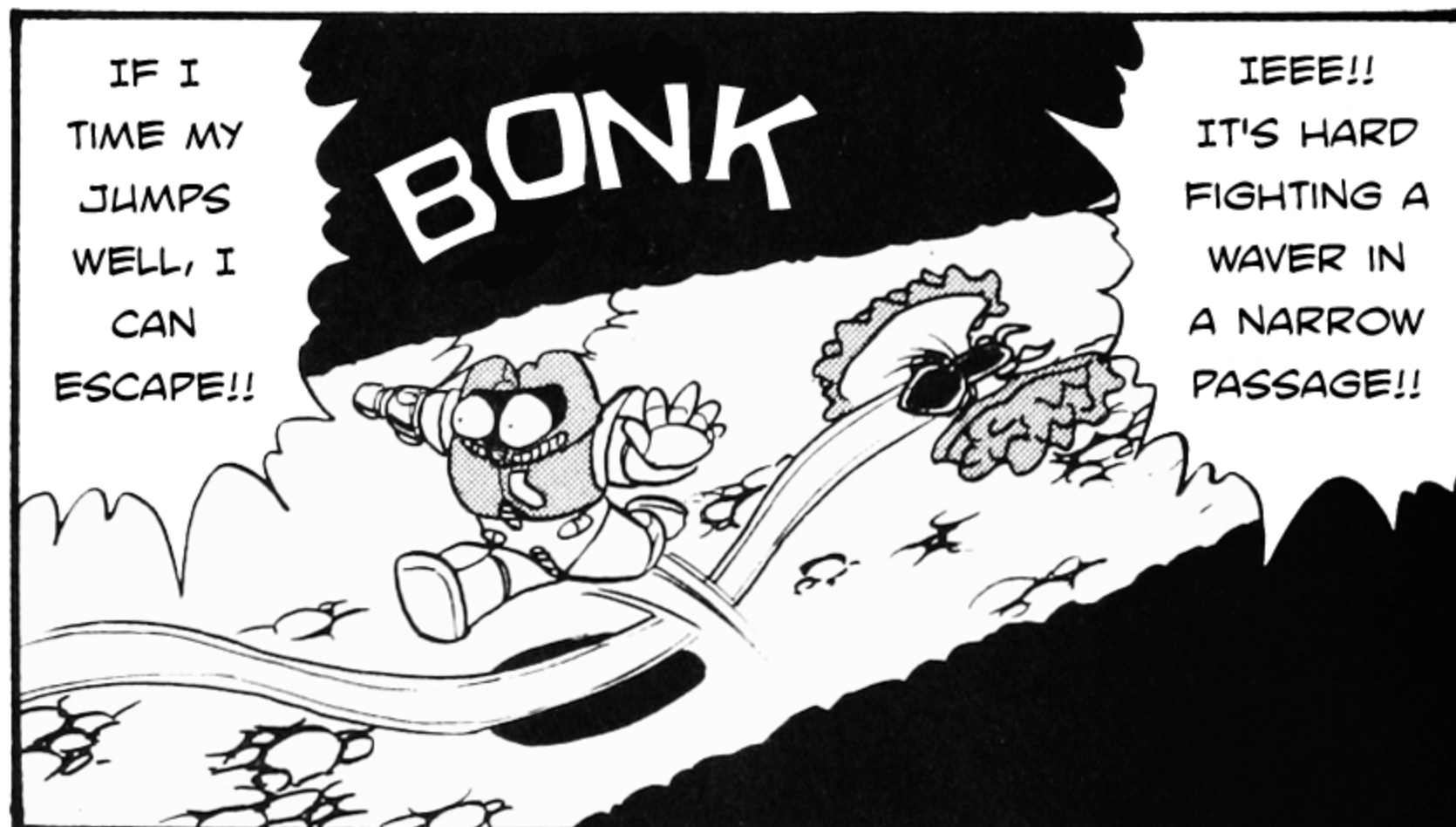
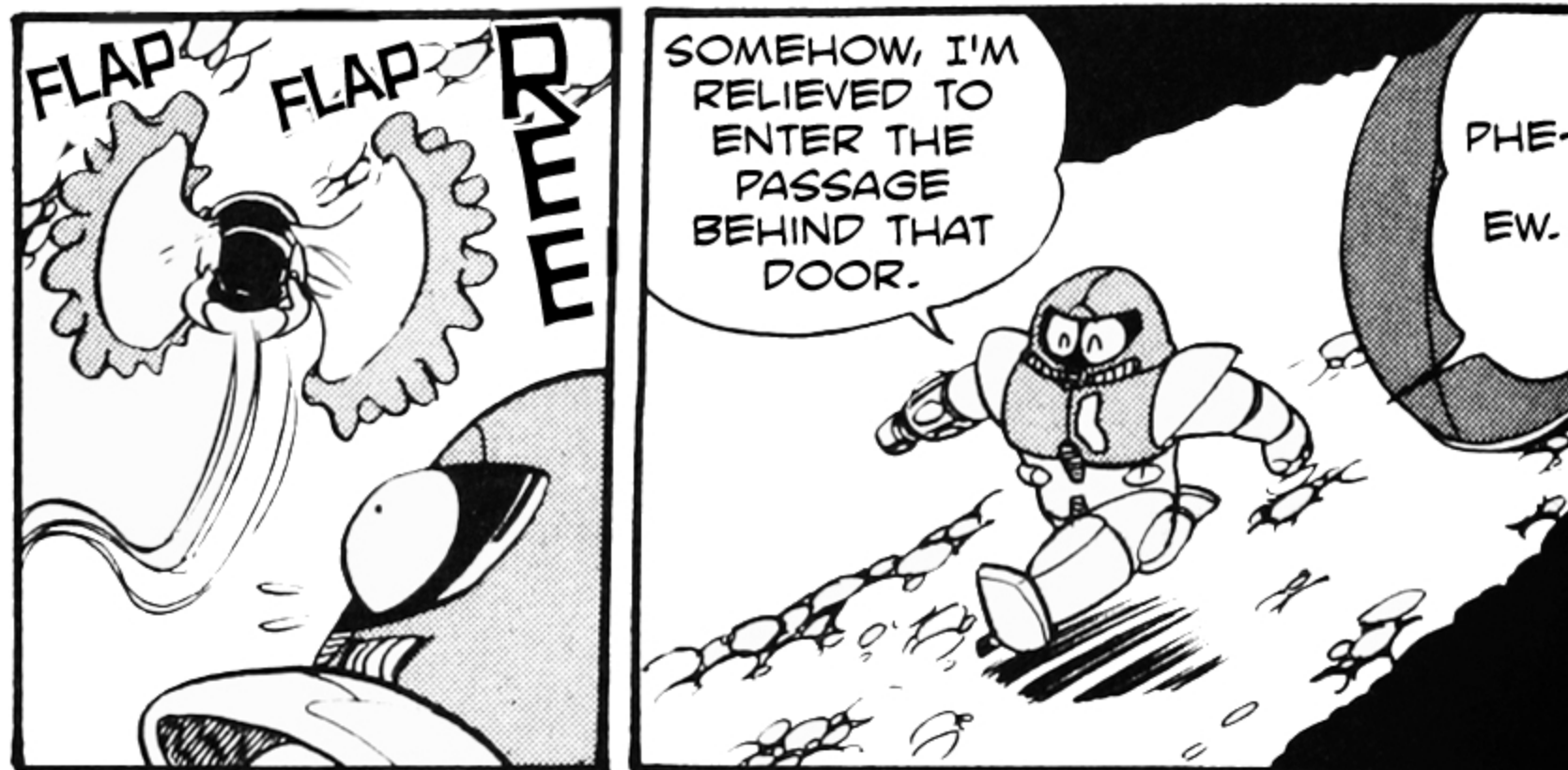
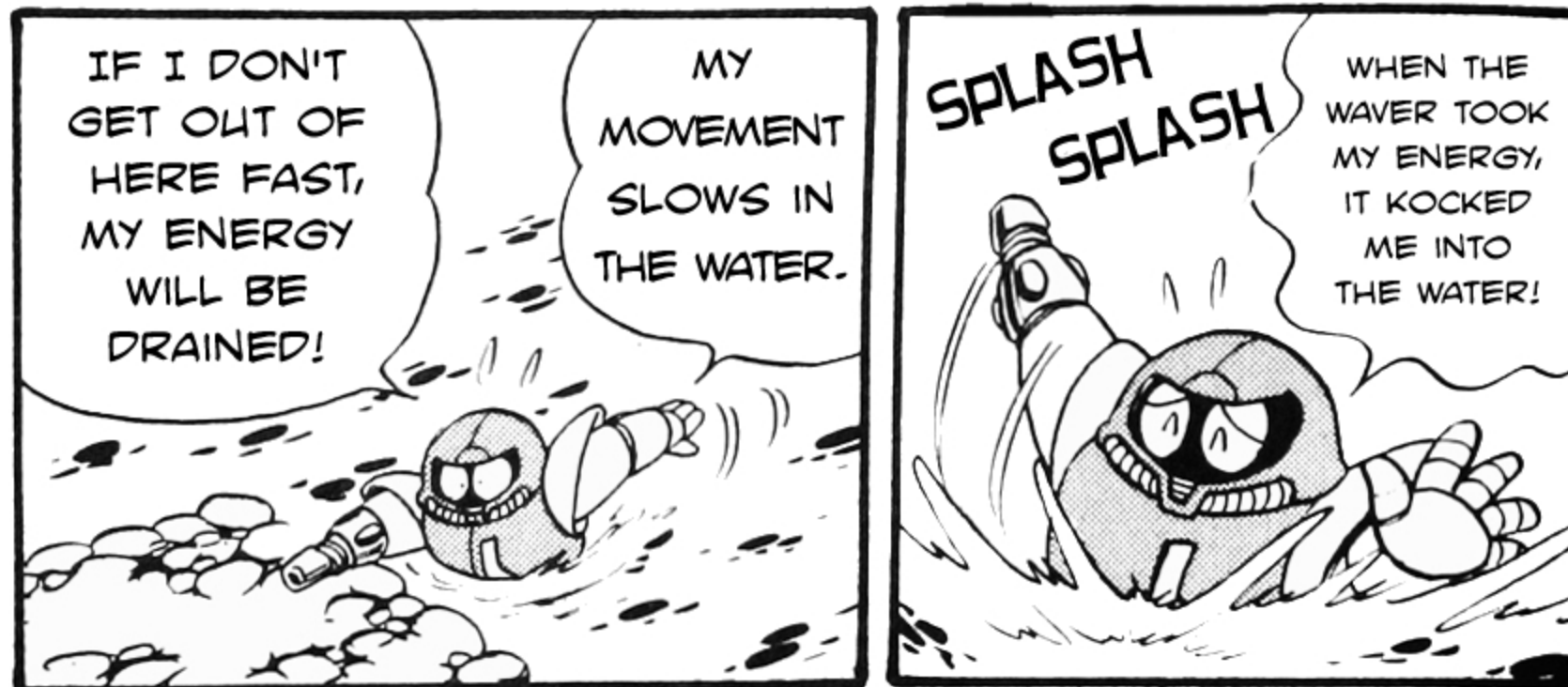


WHEN YOU GET THIS,
YOUR BEAM'S RANGE
EXTENDS. YOU CAN
COMBINE IT WITH THE
ICE BEAM AND THE
WAVE BEAM.

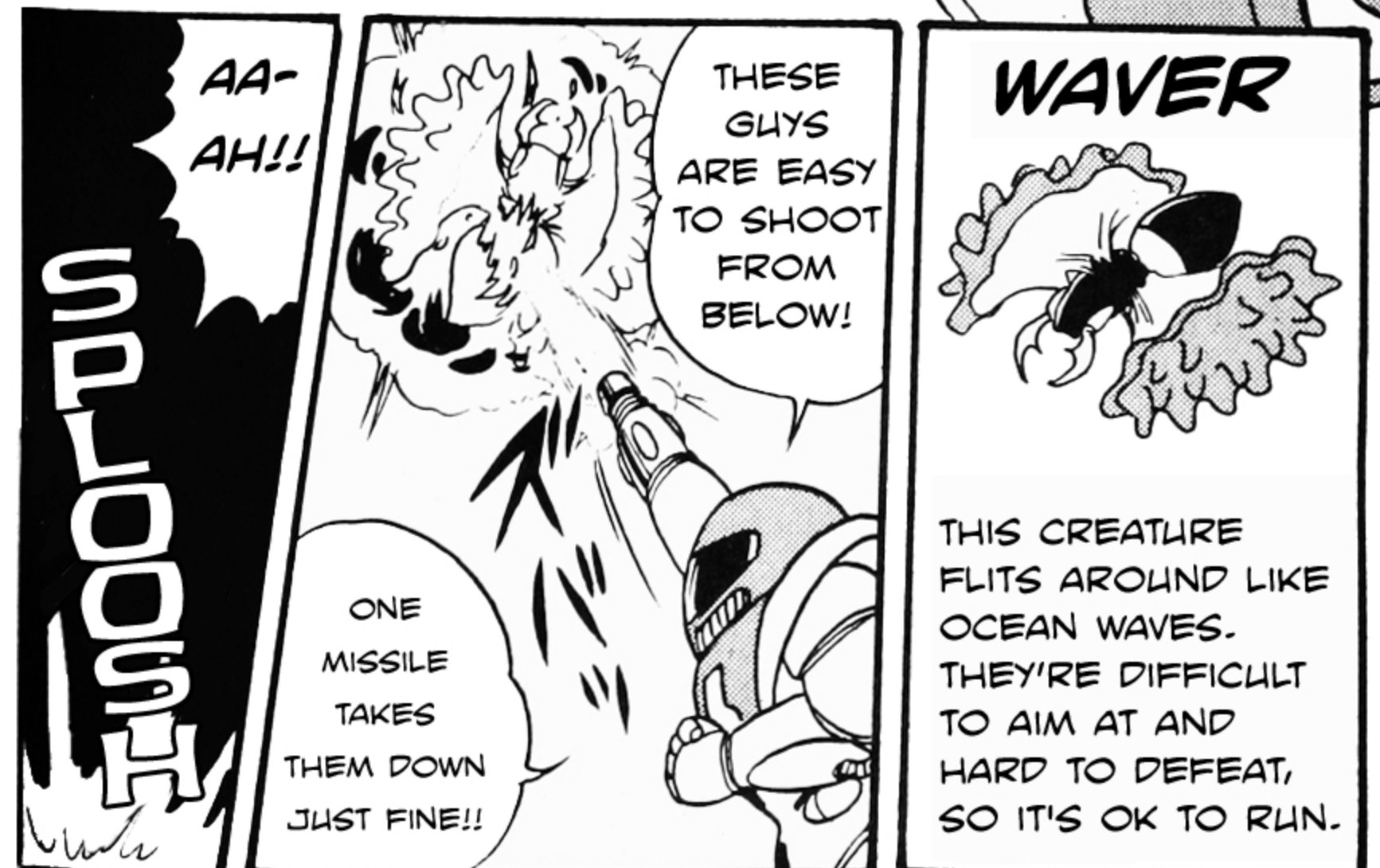
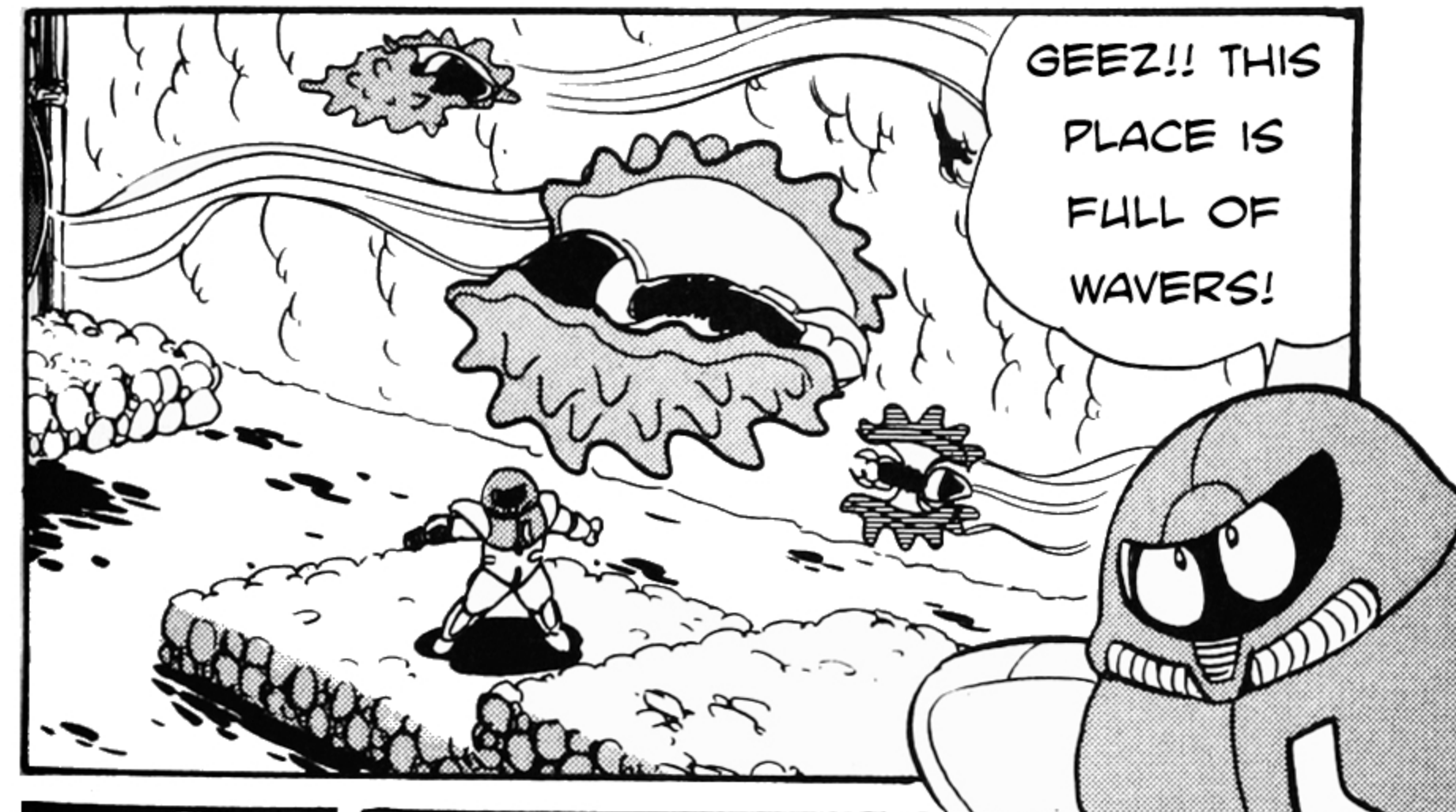
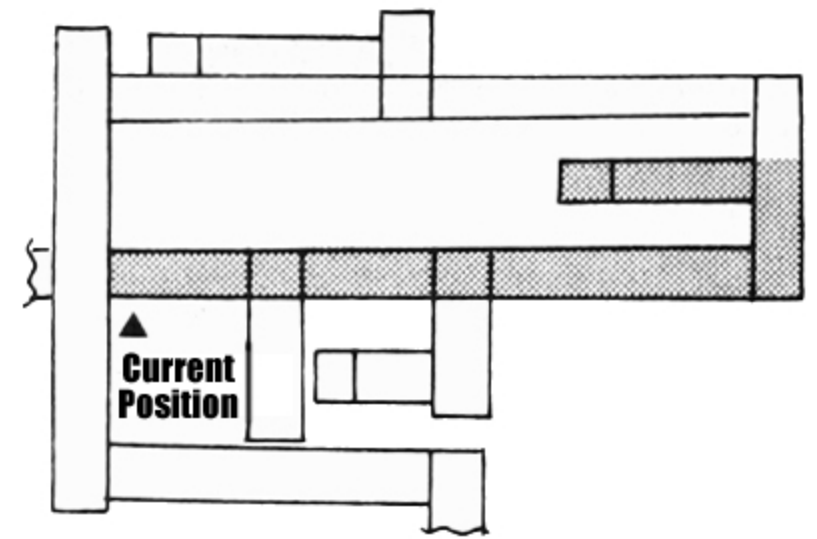


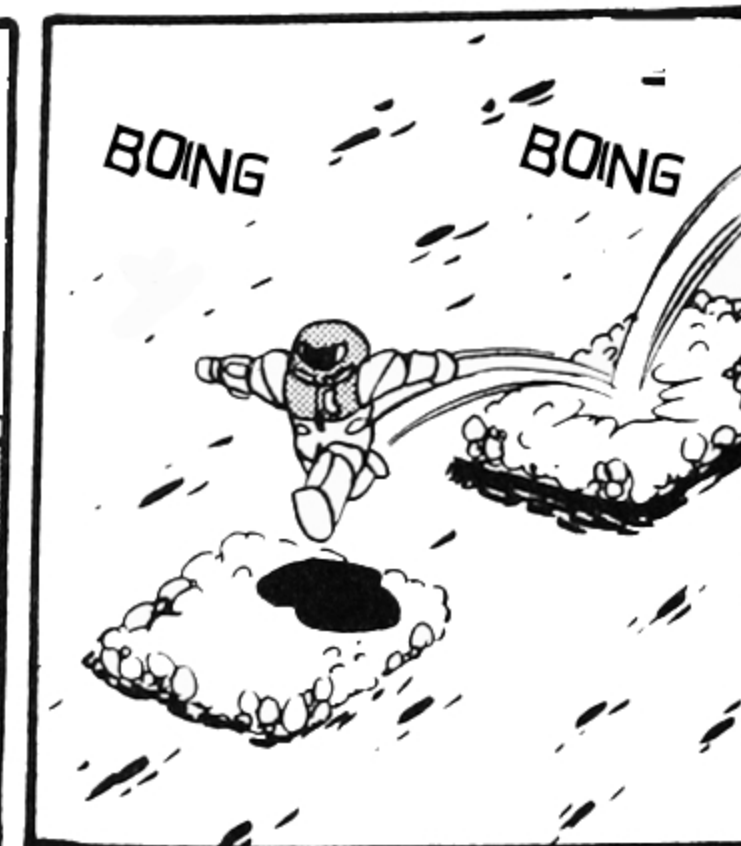
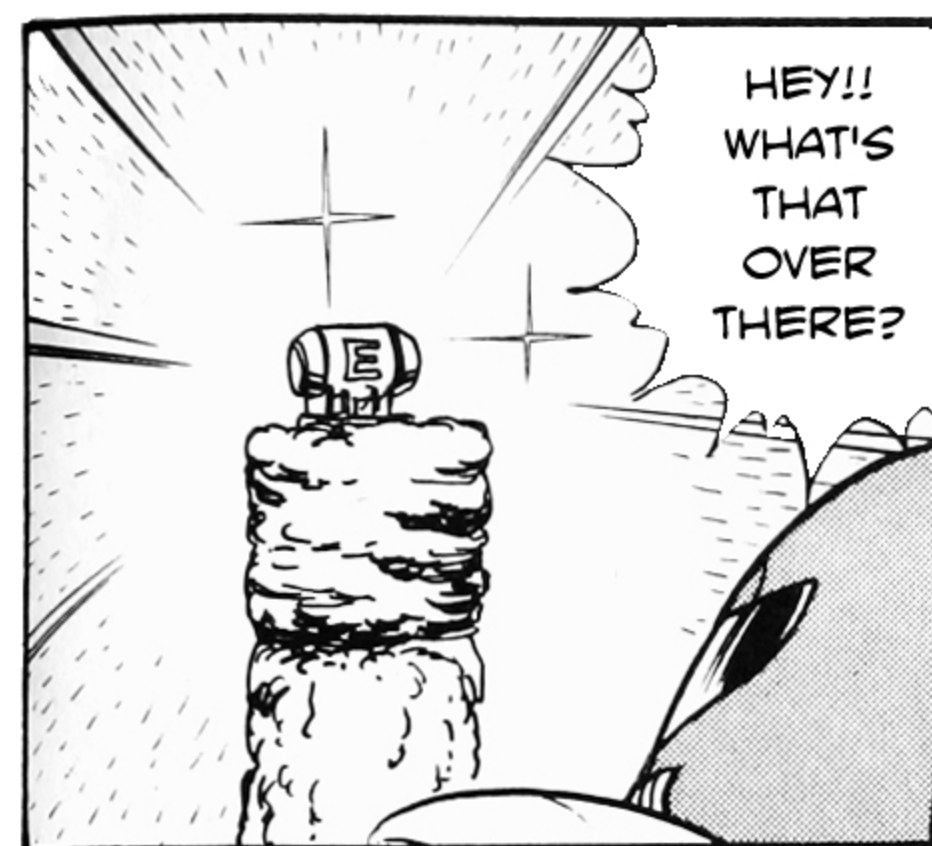
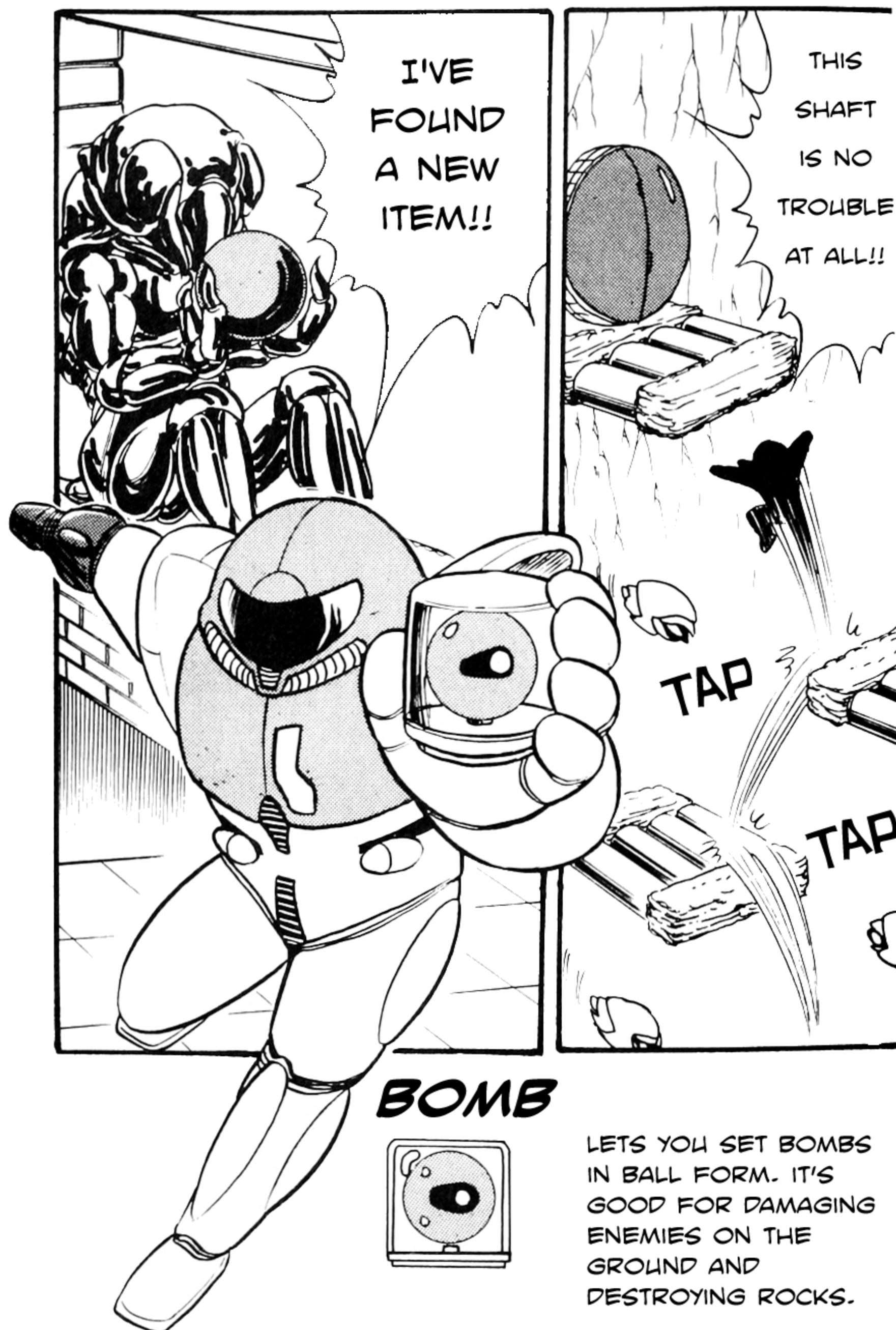
THE
LONG
BEAM!!

OUT
COMES
....!!

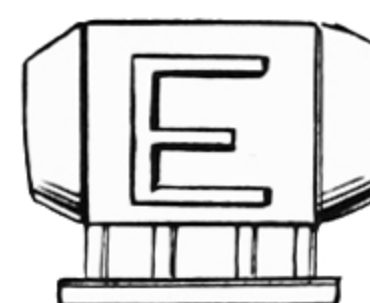


BRINSTAR 5

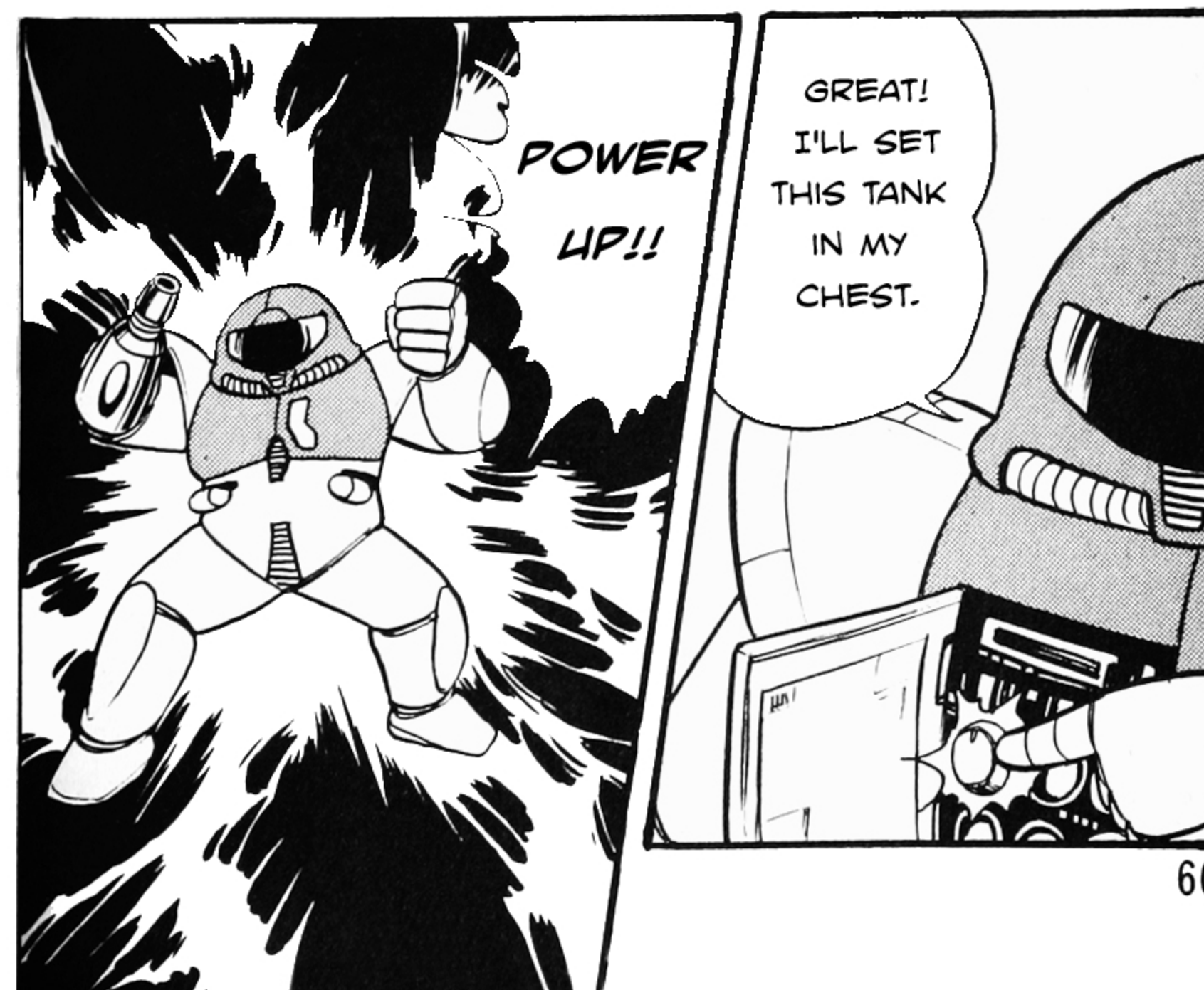




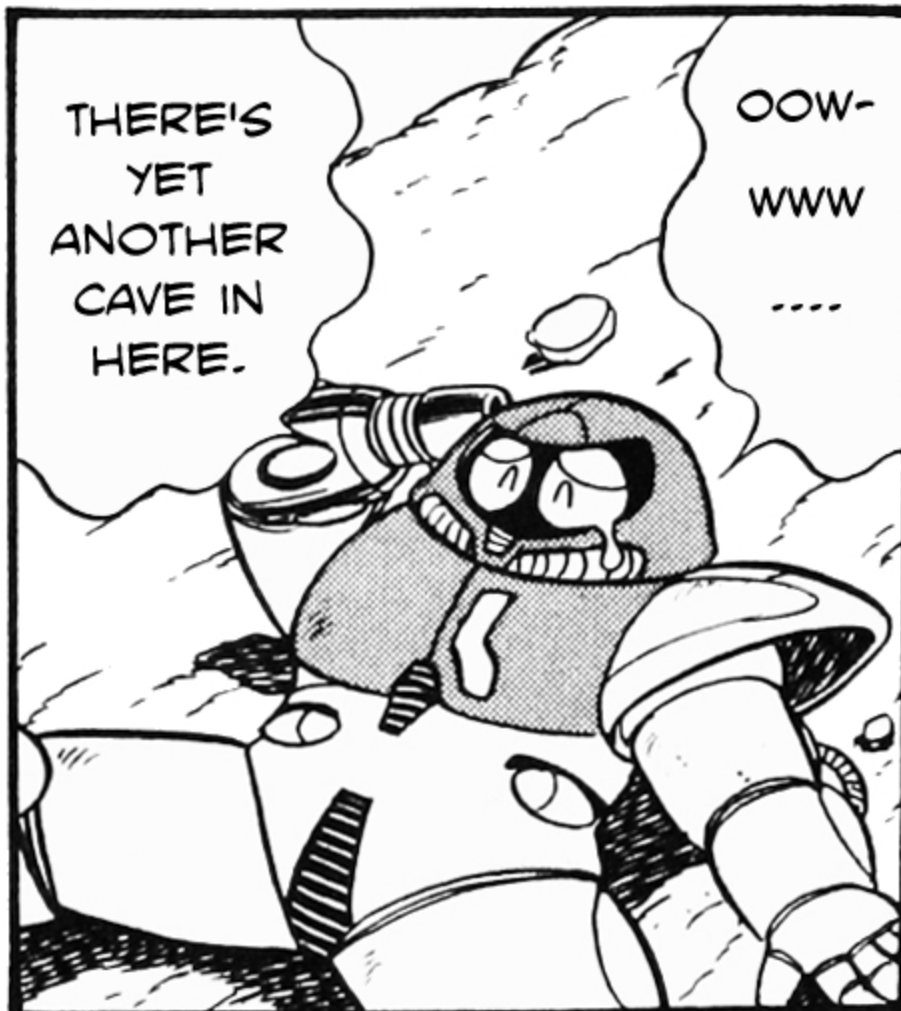
ENERGY TANK



ONE TANK WILL INCREASE YOUR ENERGY BY 100 POINTS. THE INSTANT YOU PICK ONE UP, YOUR ENERGY WILL BE FULLY RECHARGED, SO IT IS CONVENIENT TO COLLECT ONE WHEN YOU ARE SHORT OF ENERGY.



WHLMA



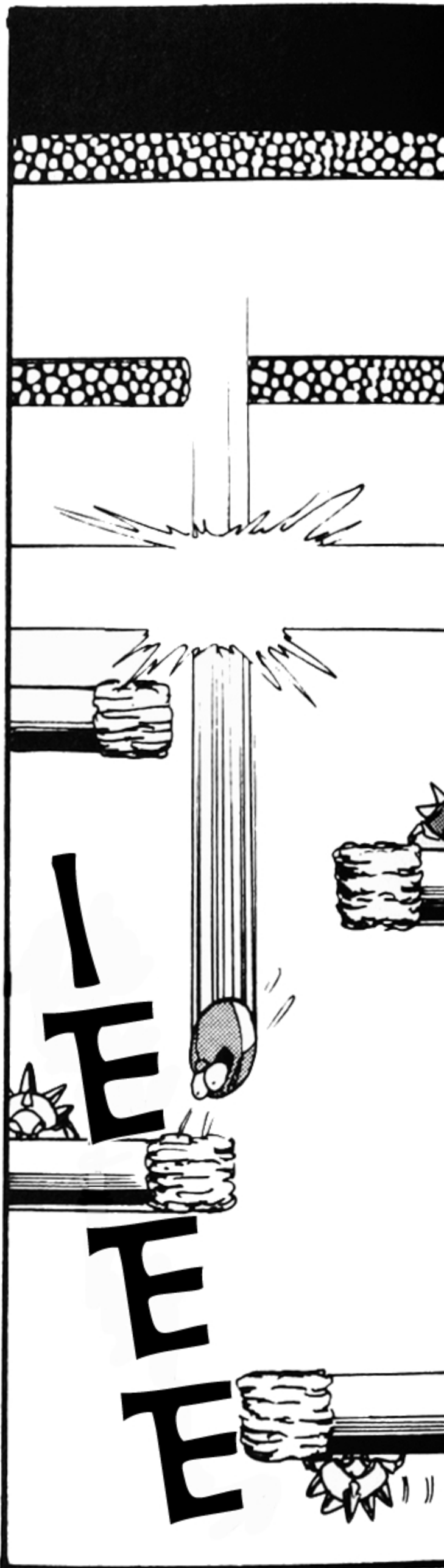
THERE'S
YET
ANOTHER
CAVE IN
HERE.

OOW-
WWW
....

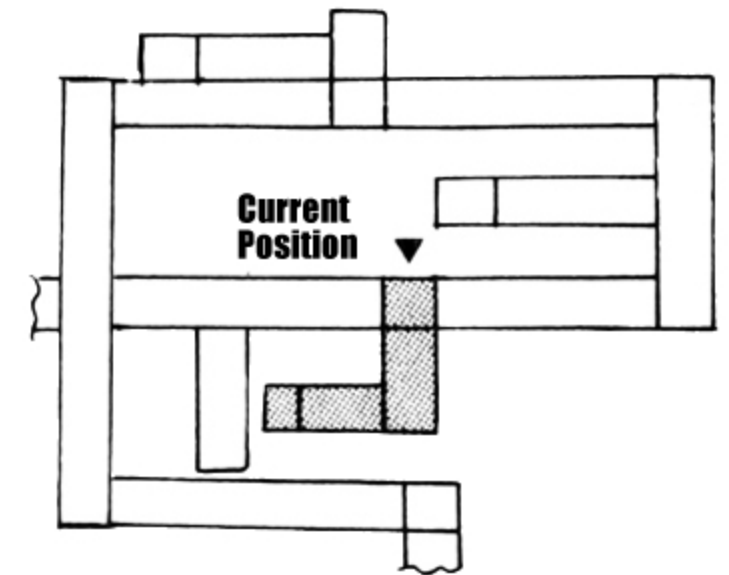


EXCELLENT!
I'LL BARGE
IN THERE
NOW!!

HEY HEY!!
HERE'S
ANOTHER
DOOR!!



BRINSTAR 6



NO MATTER
HOW MANY
I USE,
THERE'S
ALWAYS
MORE.

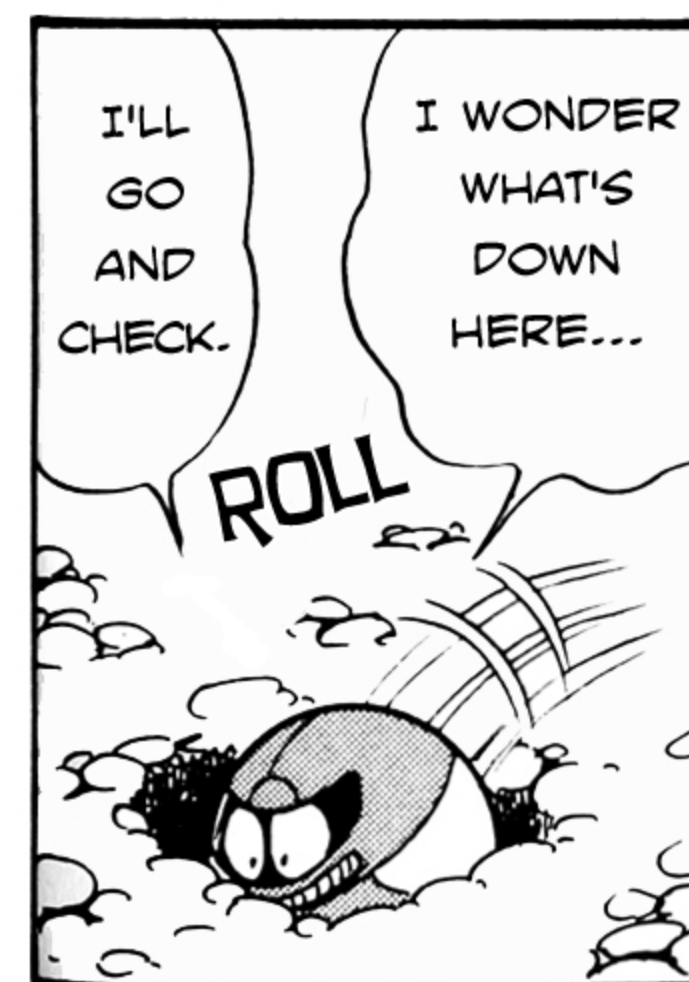
ROLL

ROLL



IT'S FUN
DEFEATING
GEEMERS
ON THE
GROUND!

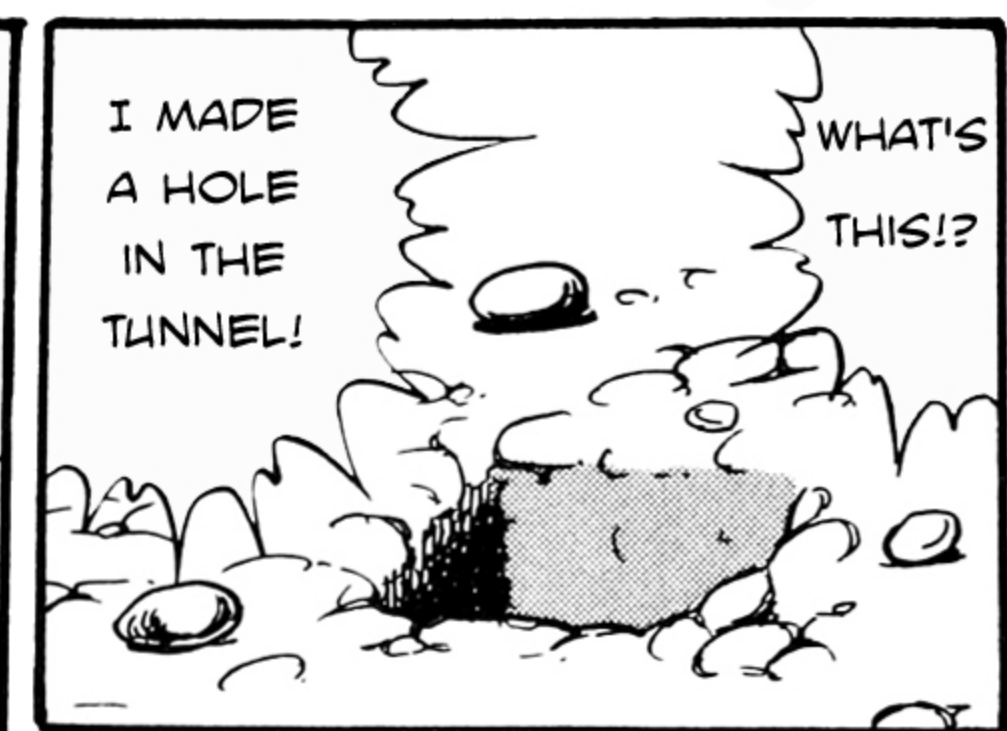
YEAH!
BOMBS
SURE ARE
CONVENIENT!



I'LL
GO
AND
CHECK.

I WONDER
WHAT'S
DOWN
HERE...

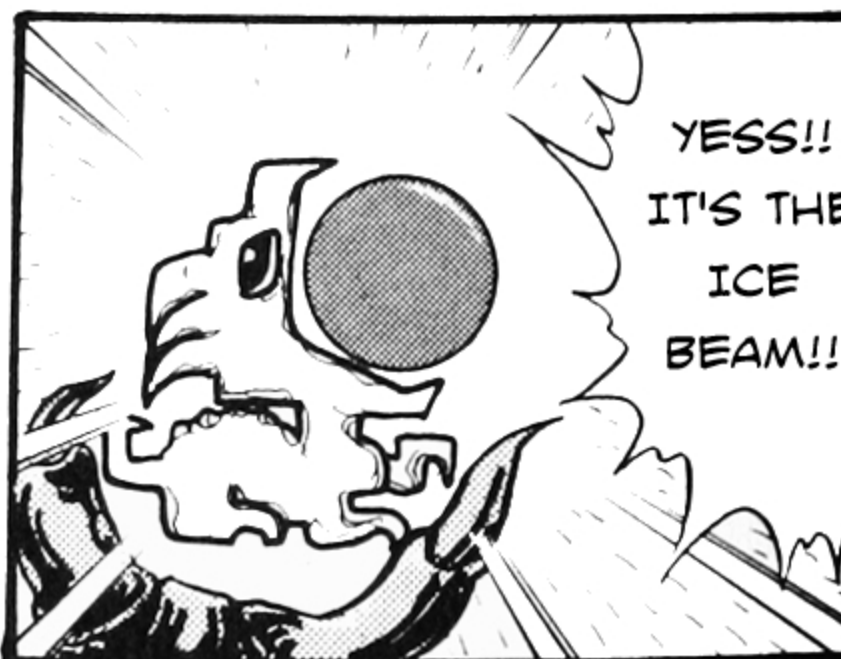
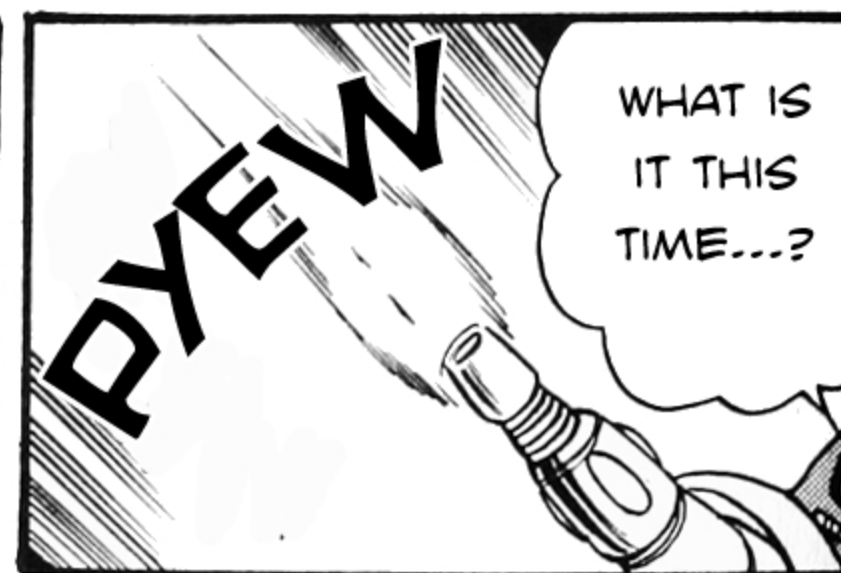
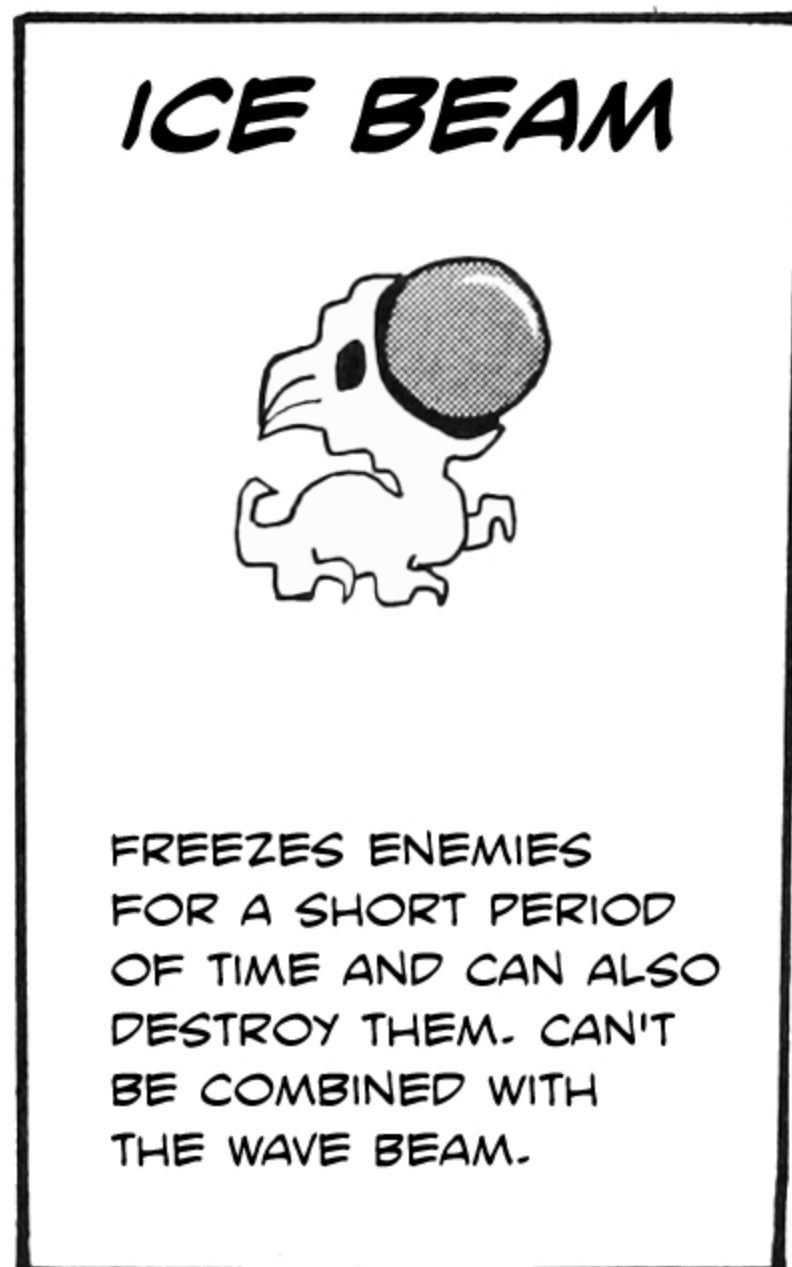
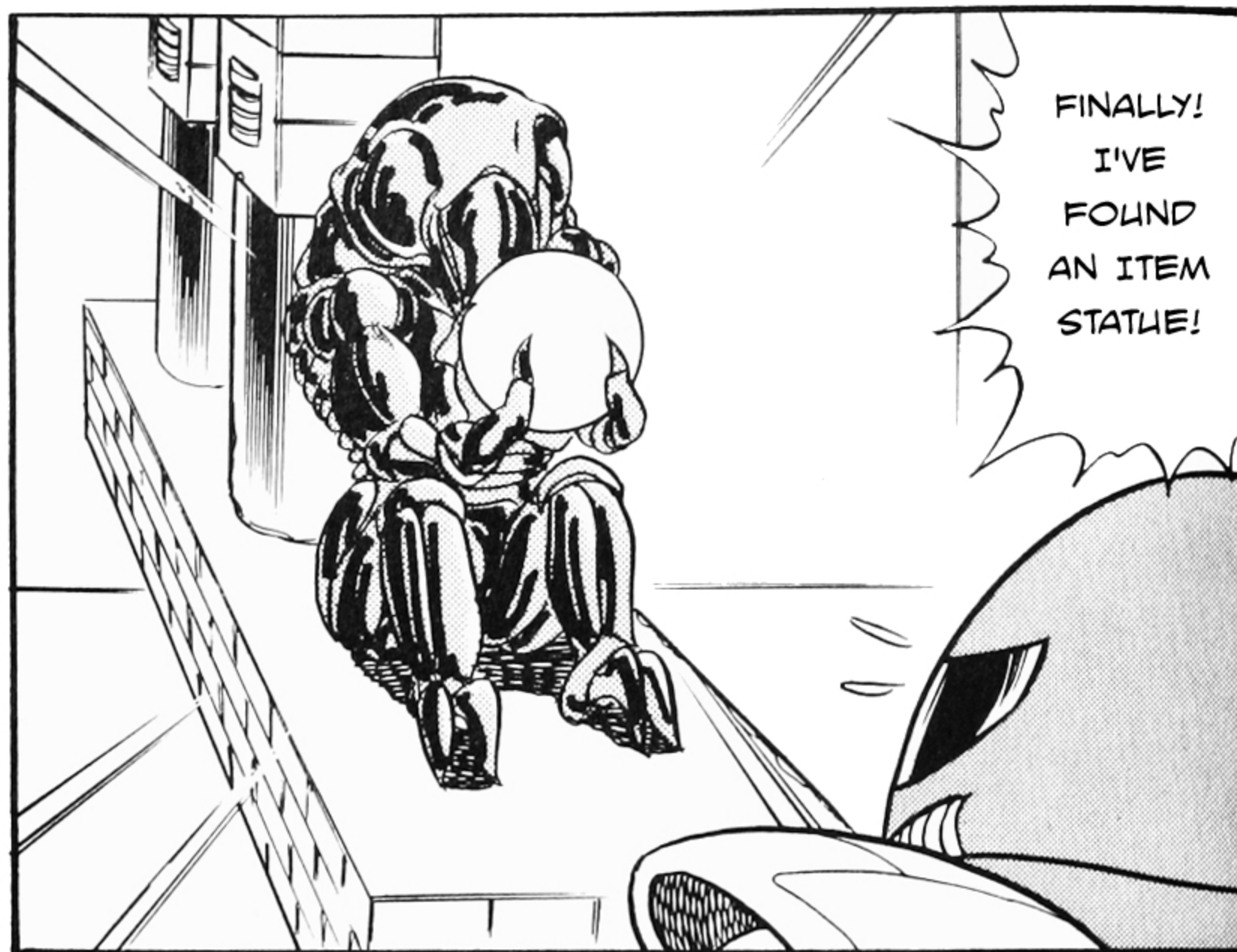
ROLL



I MADE
A HOLE
IN THE
TUNNEL!

WHAT'S
THIS!?

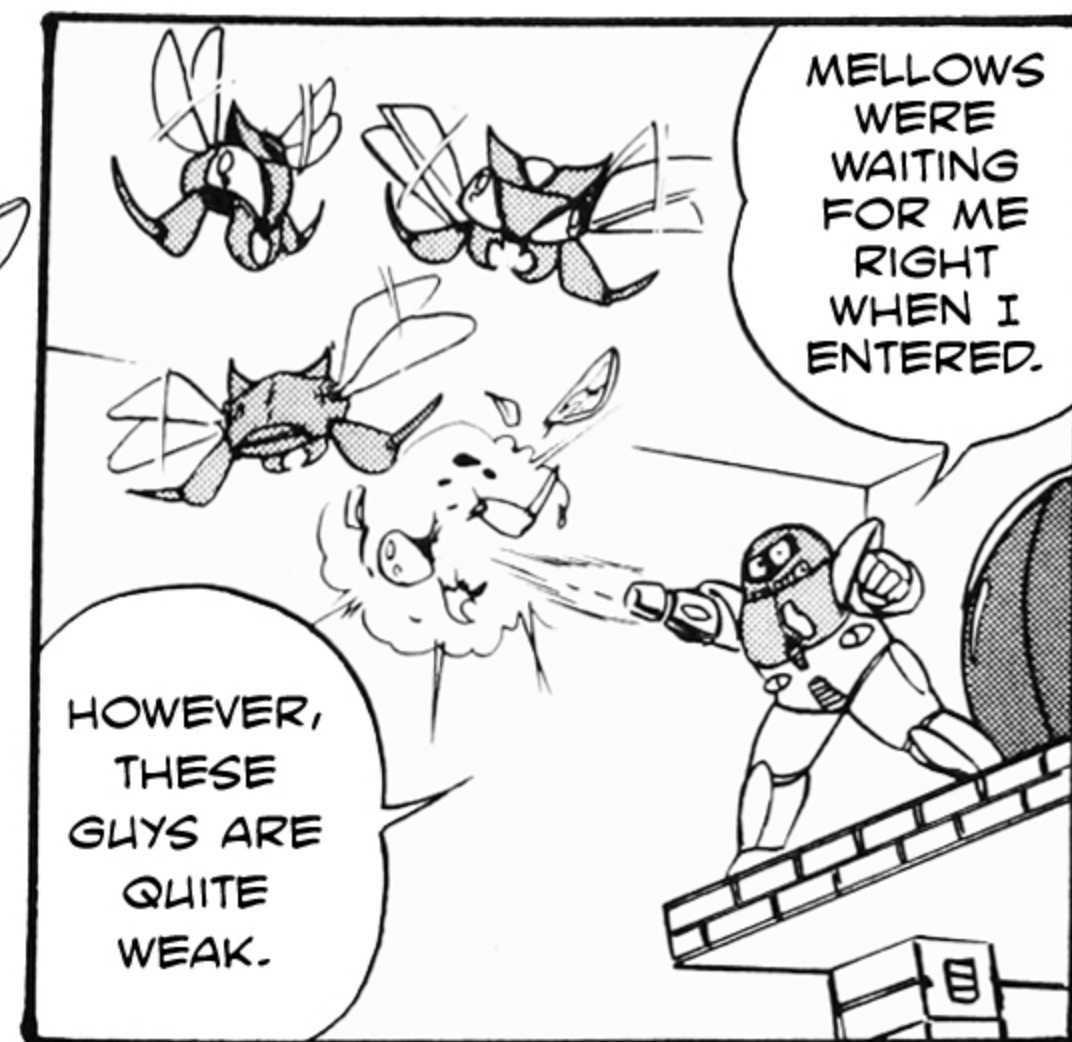
BOMBS AND BEAMS WILL BLAST
OPEN THE ROCKS. HOWEVER,
THEY WILL FILL BACK UP AFTER
A SHORT TIME.



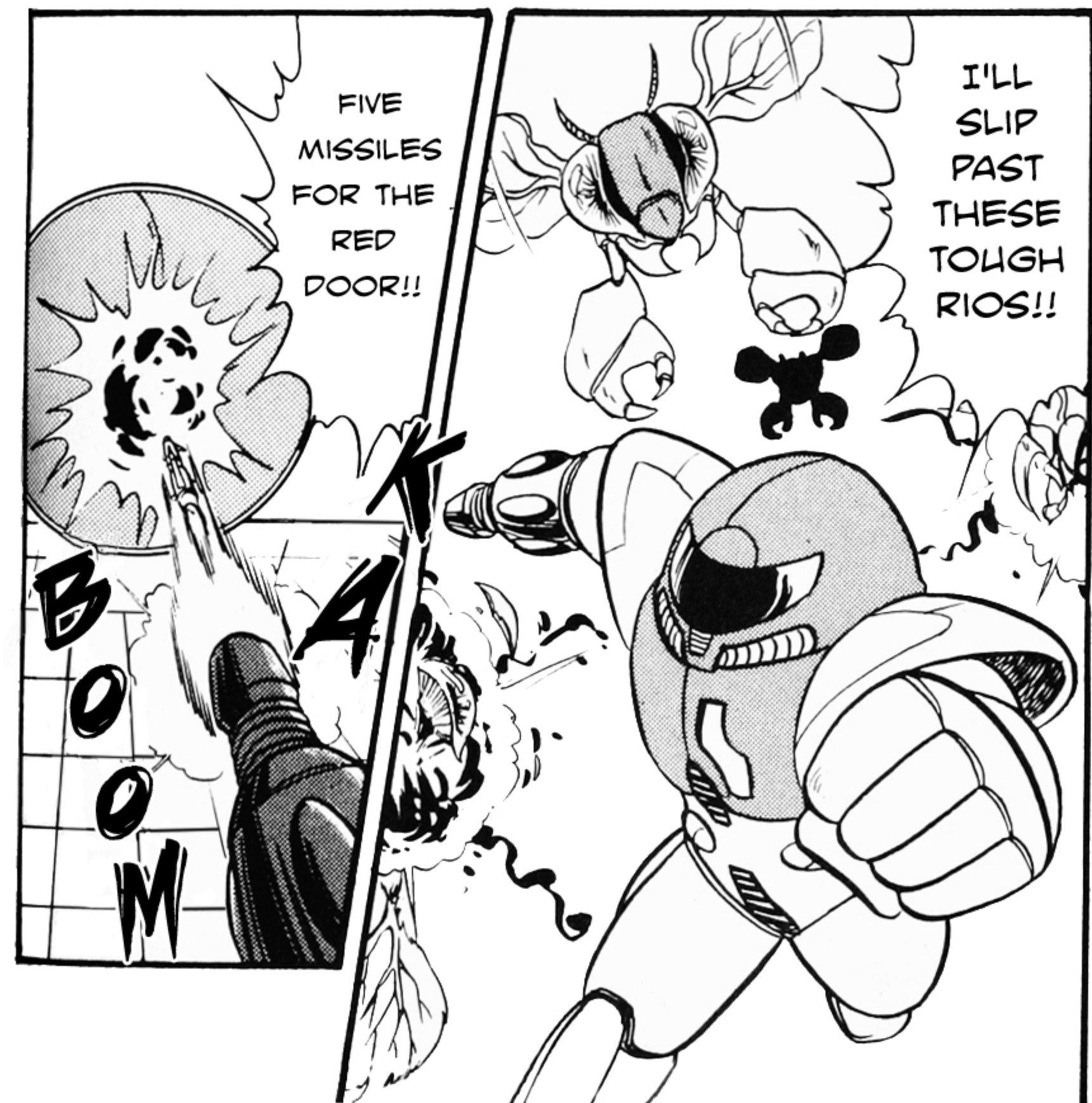
MELLOW



TRAVELS IN GROUPS THROUGH ROCKS AND WALLS. THESE WEAK CREATURES ARE DEFEATED IN ONE SHOT.



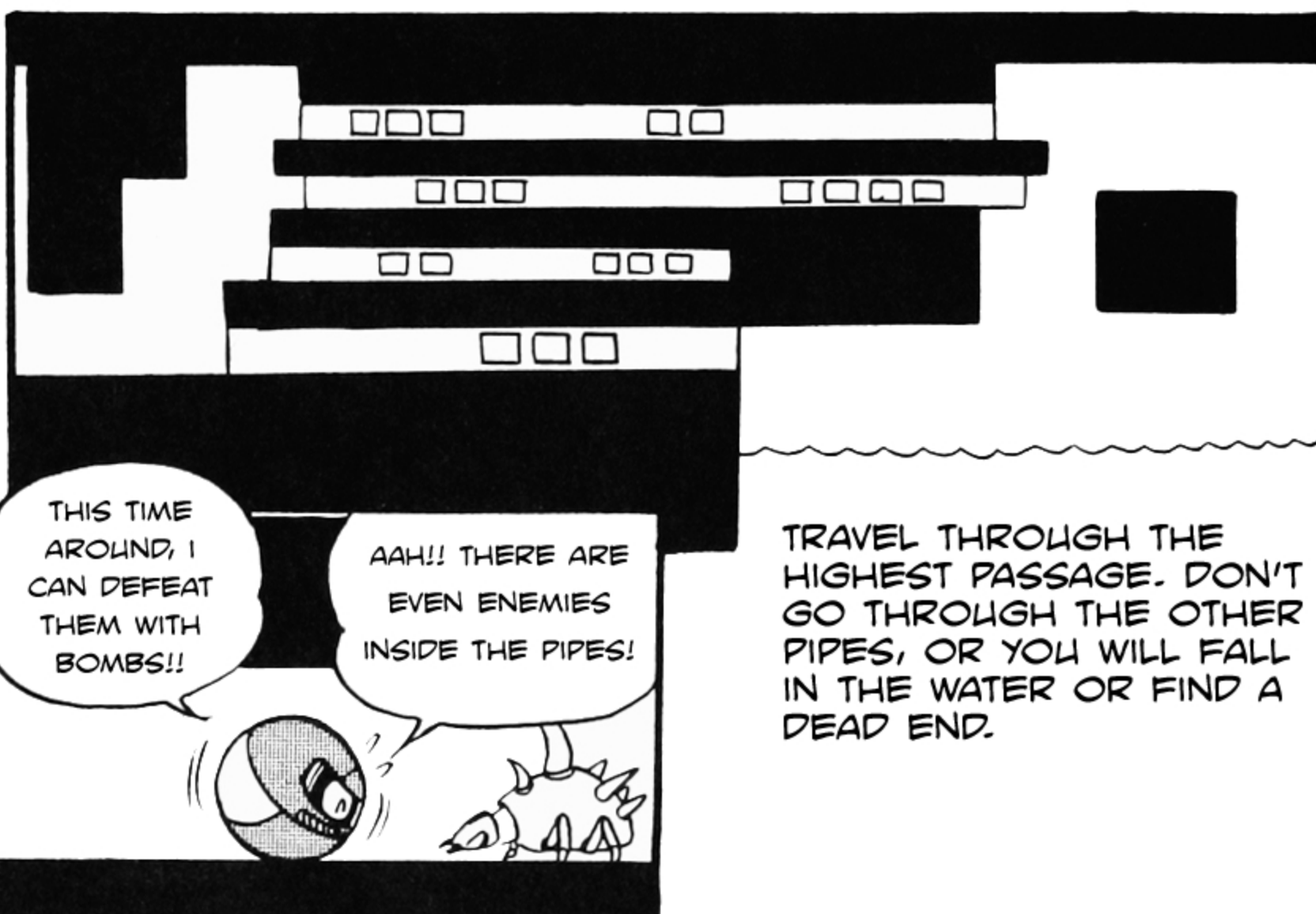
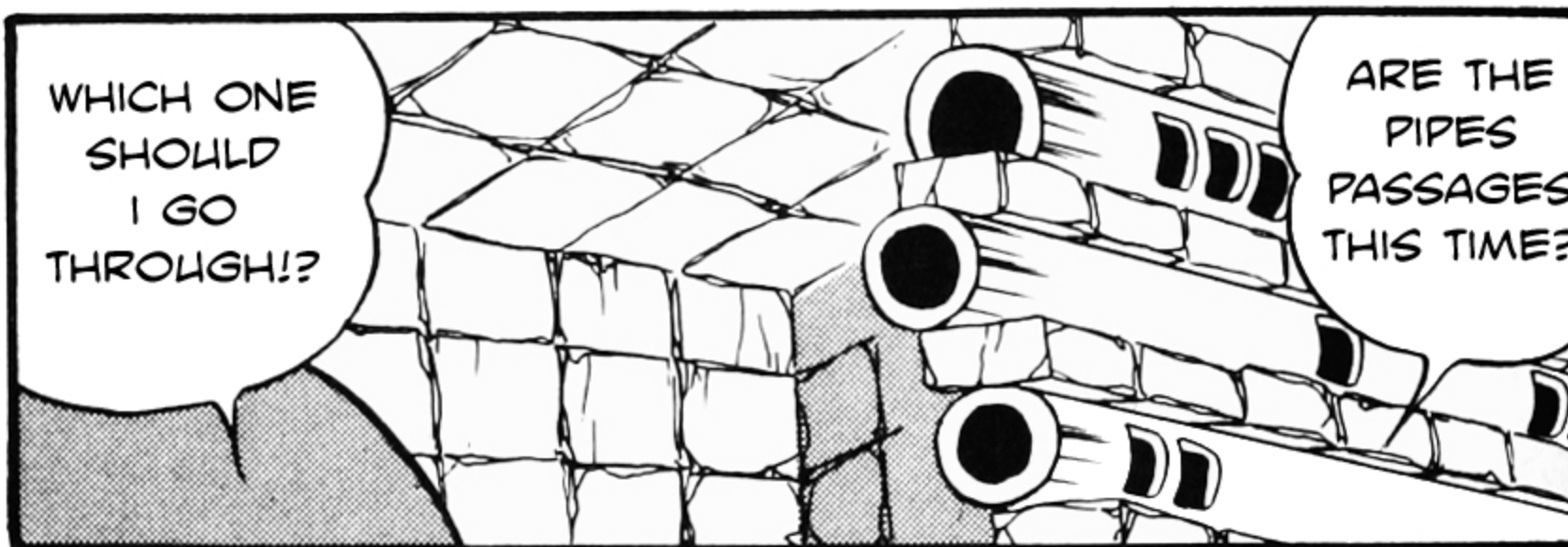
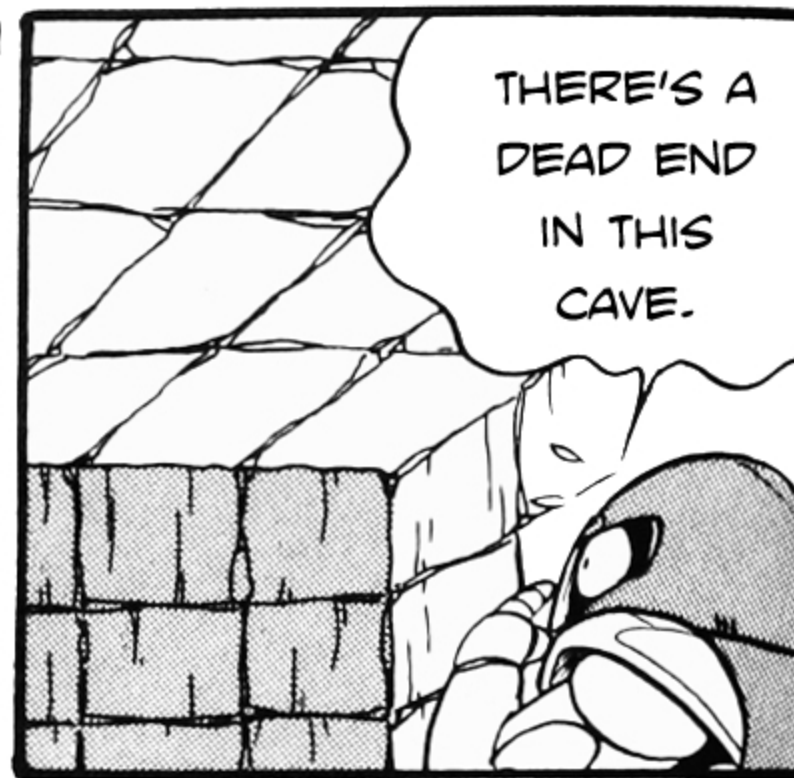
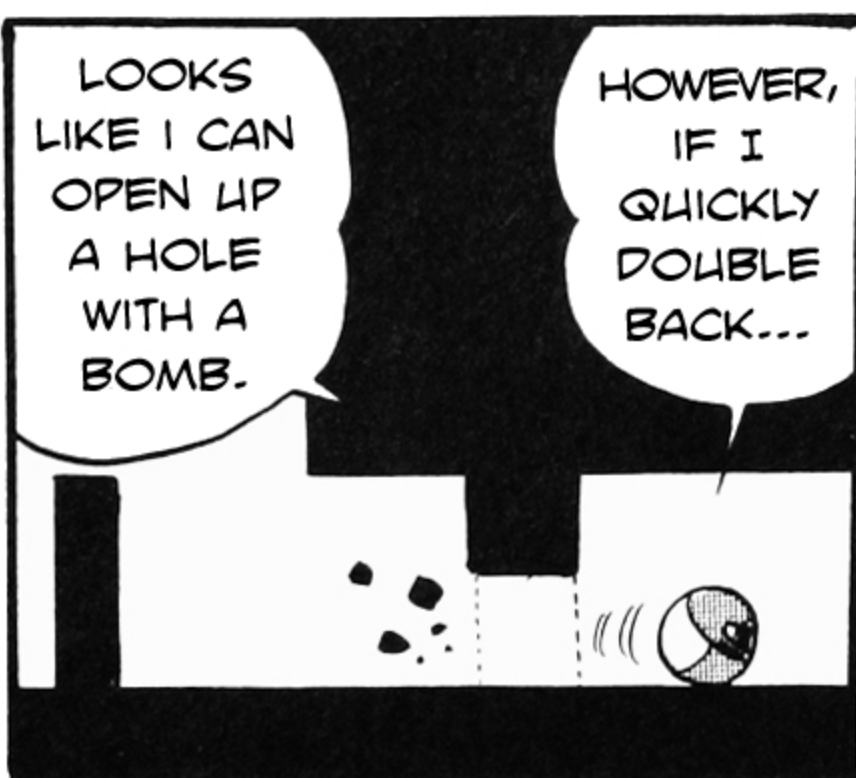
HOWEVER, THESE GUYS ARE QUITE WEAK.



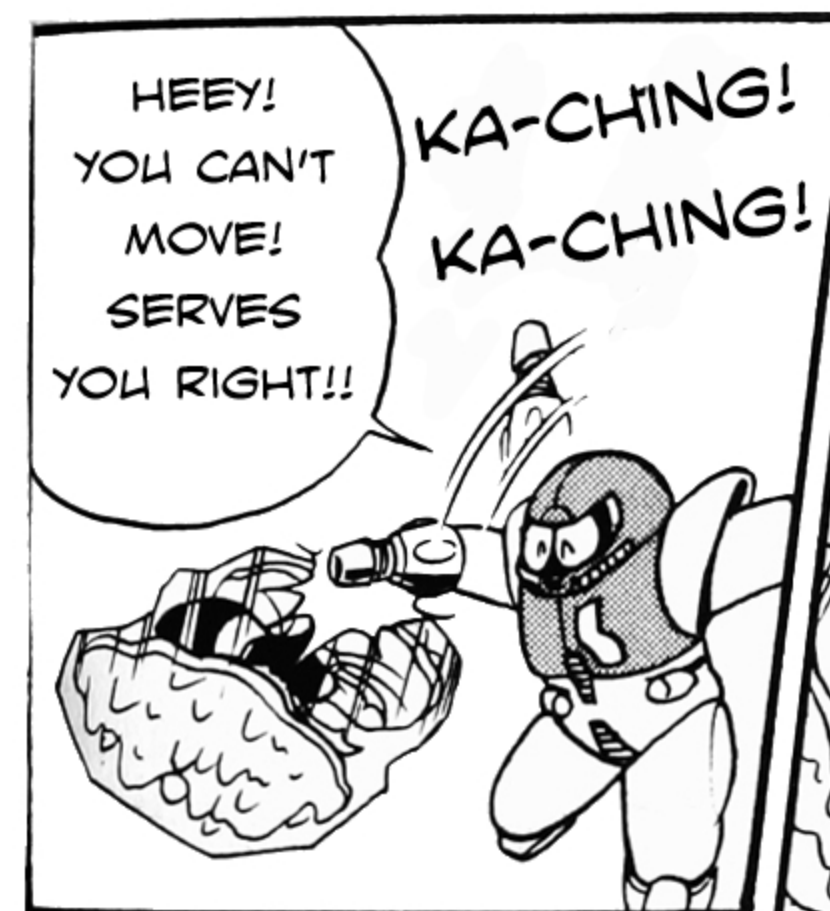
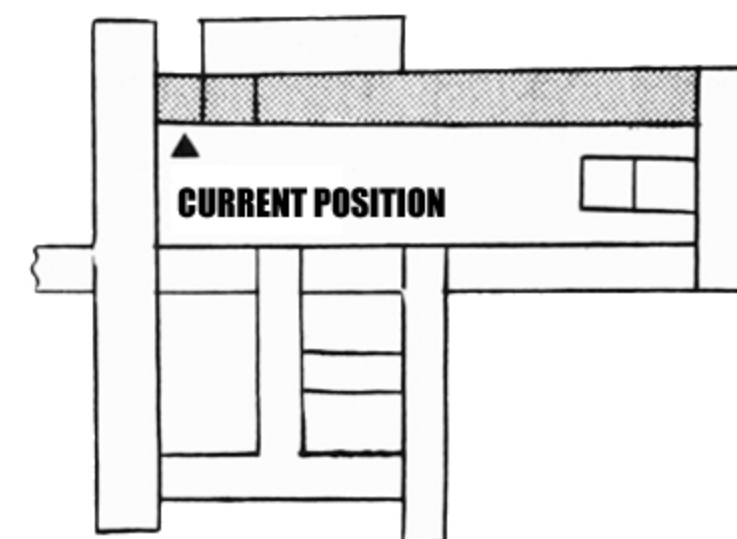
FIVE MISSILES FOR THE RED DOOR!!

BOW

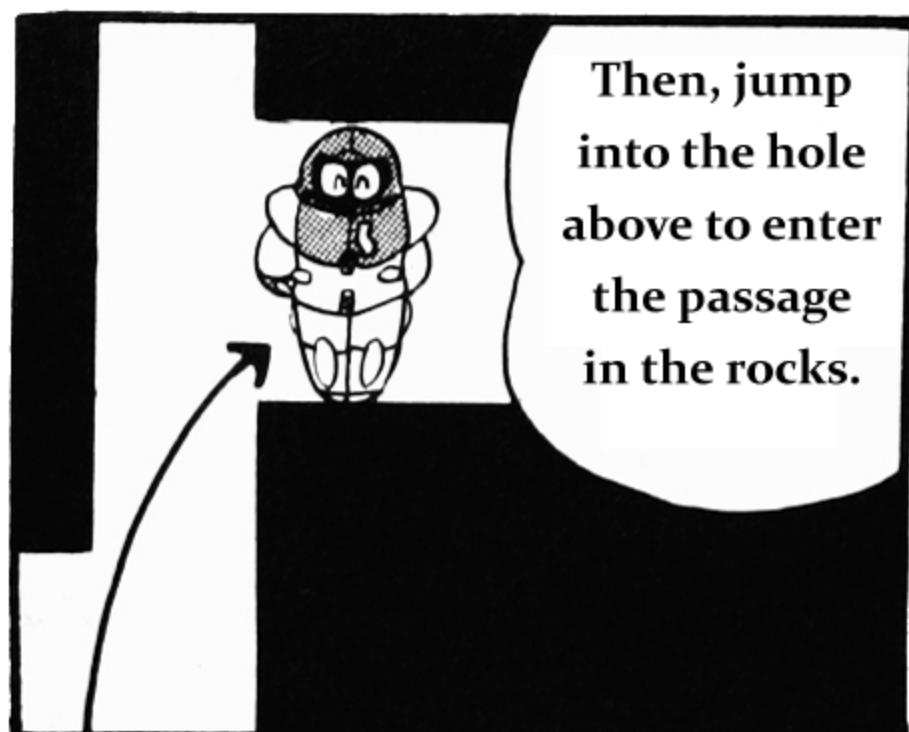
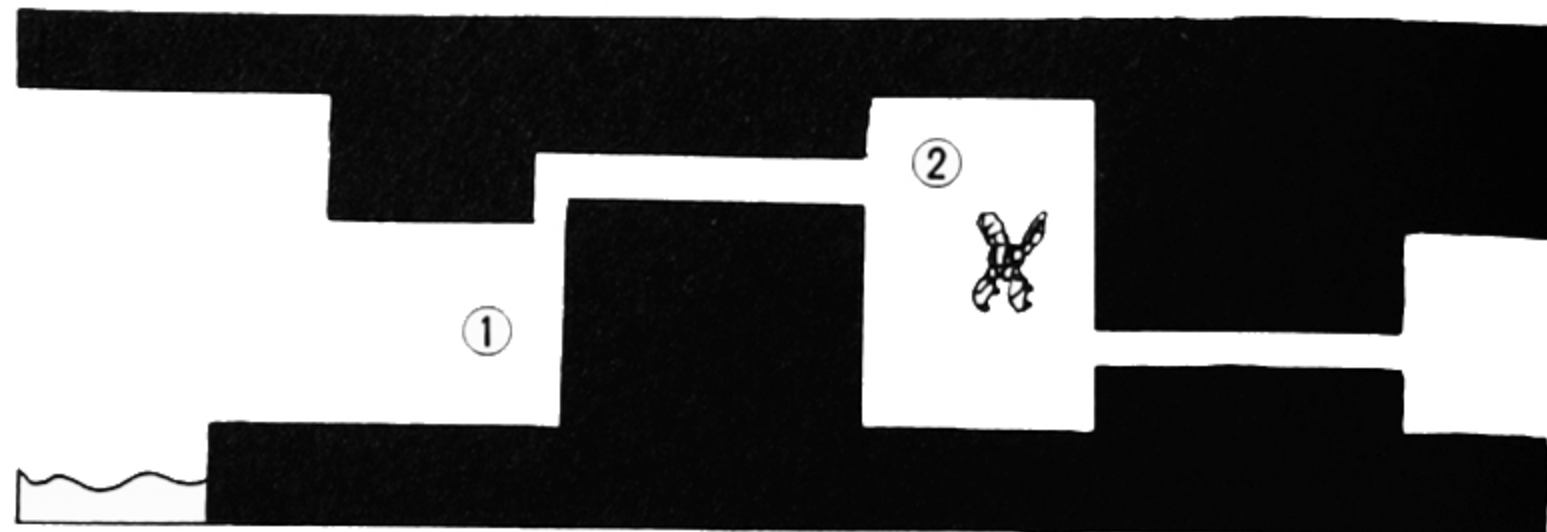
Perfect Strategy Guide 10



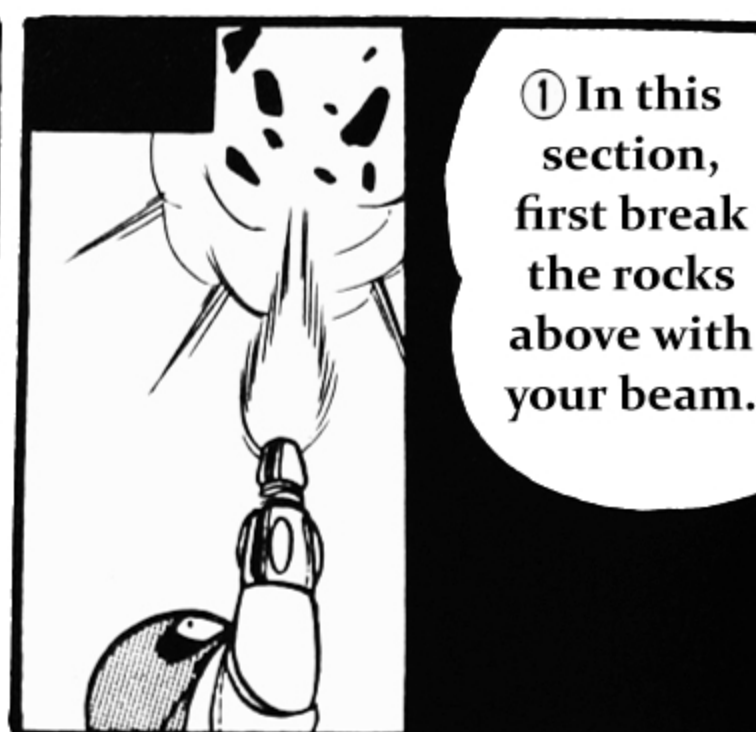
BRINSTAR 7



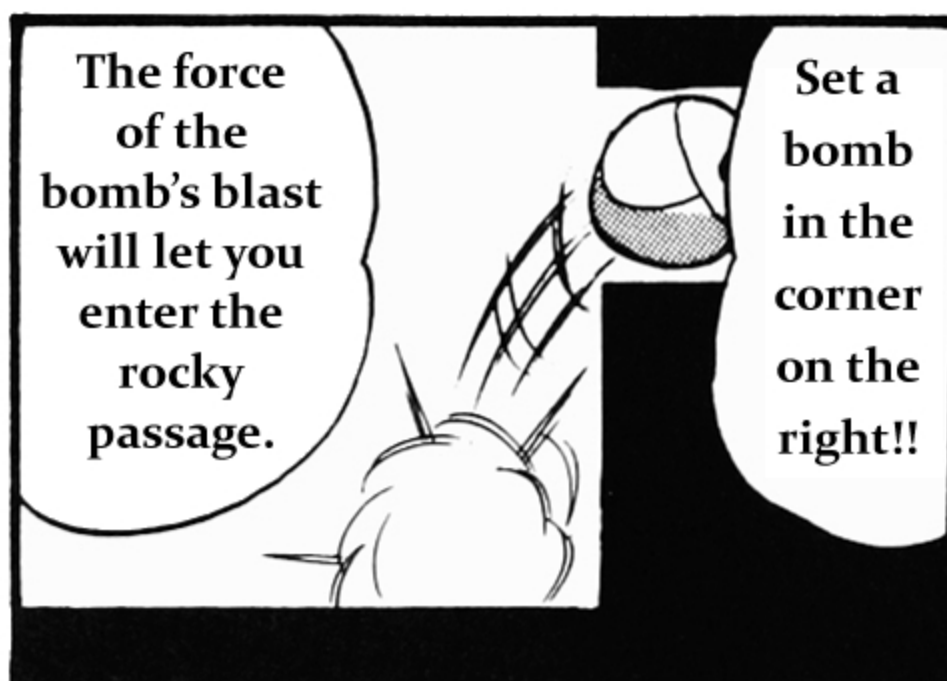
STRATEGY FOR BLOCKED CAVES



Then, jump into the hole above to enter the passage in the rocks.

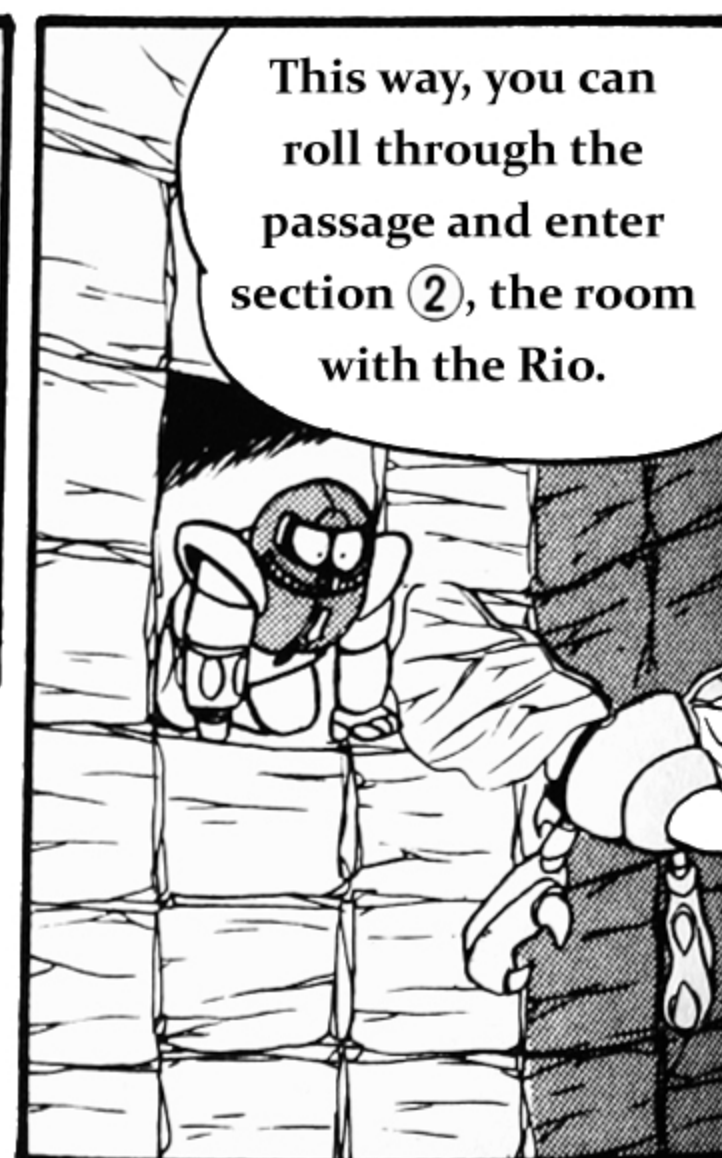


① In this section, first break the rocks above with your beam.



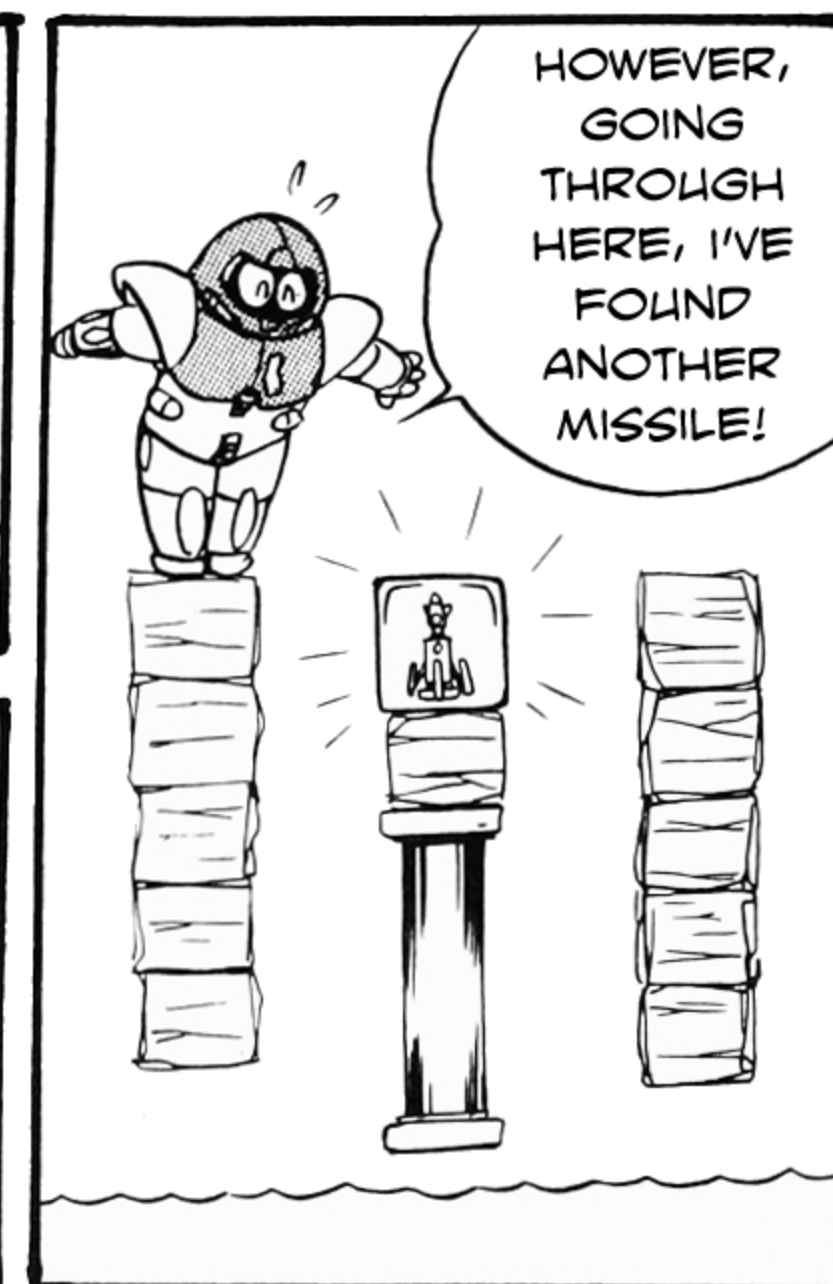
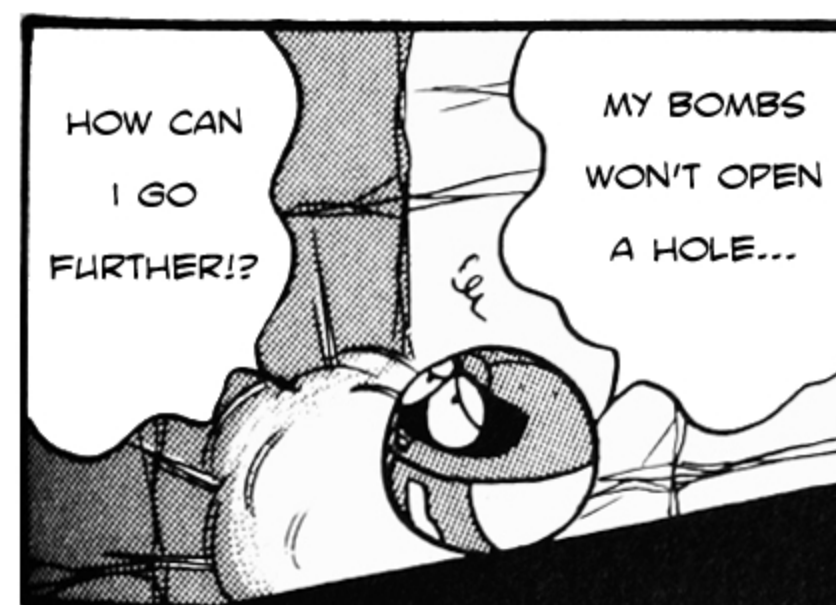
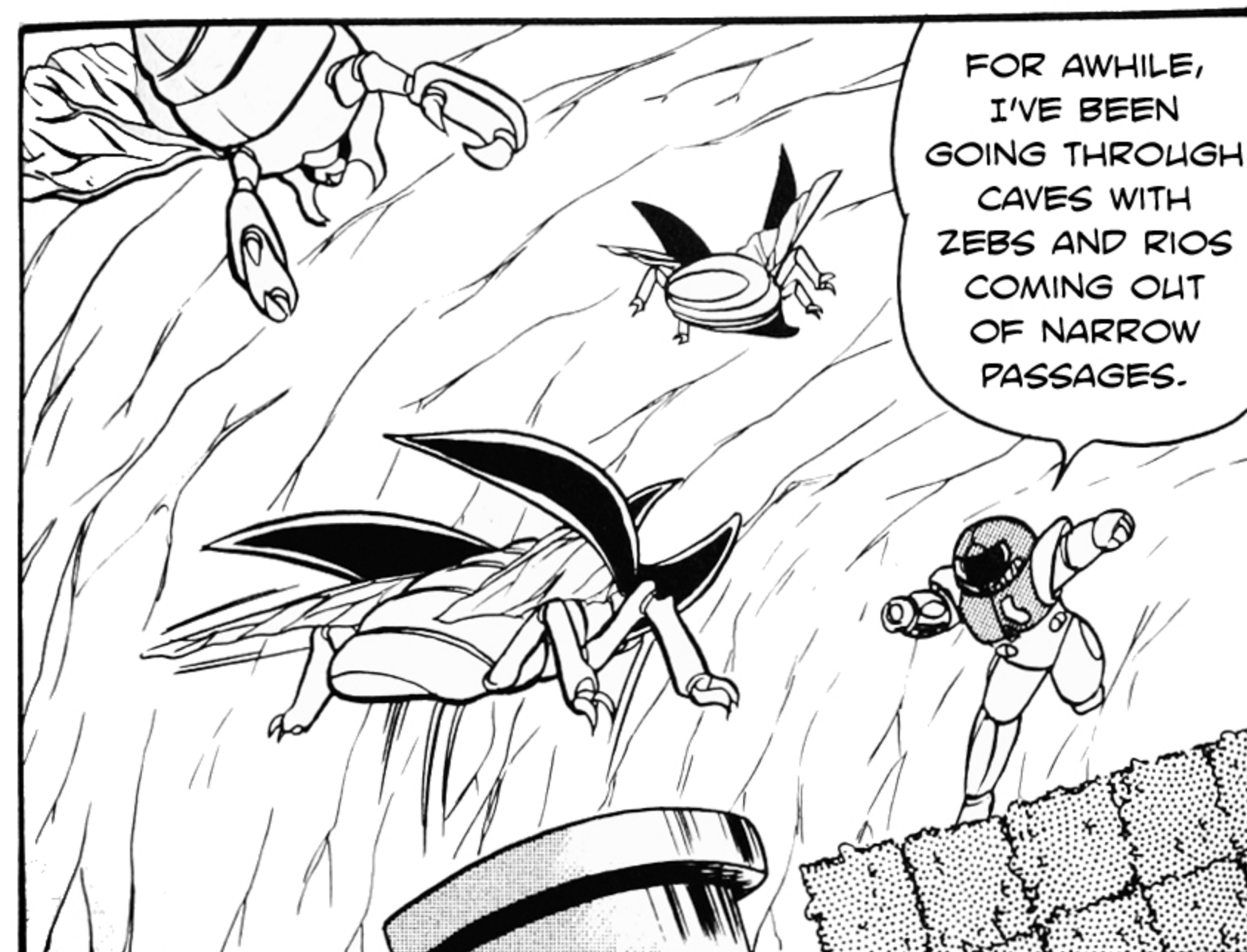
The force of the bomb's blast will let you enter the rocky passage.

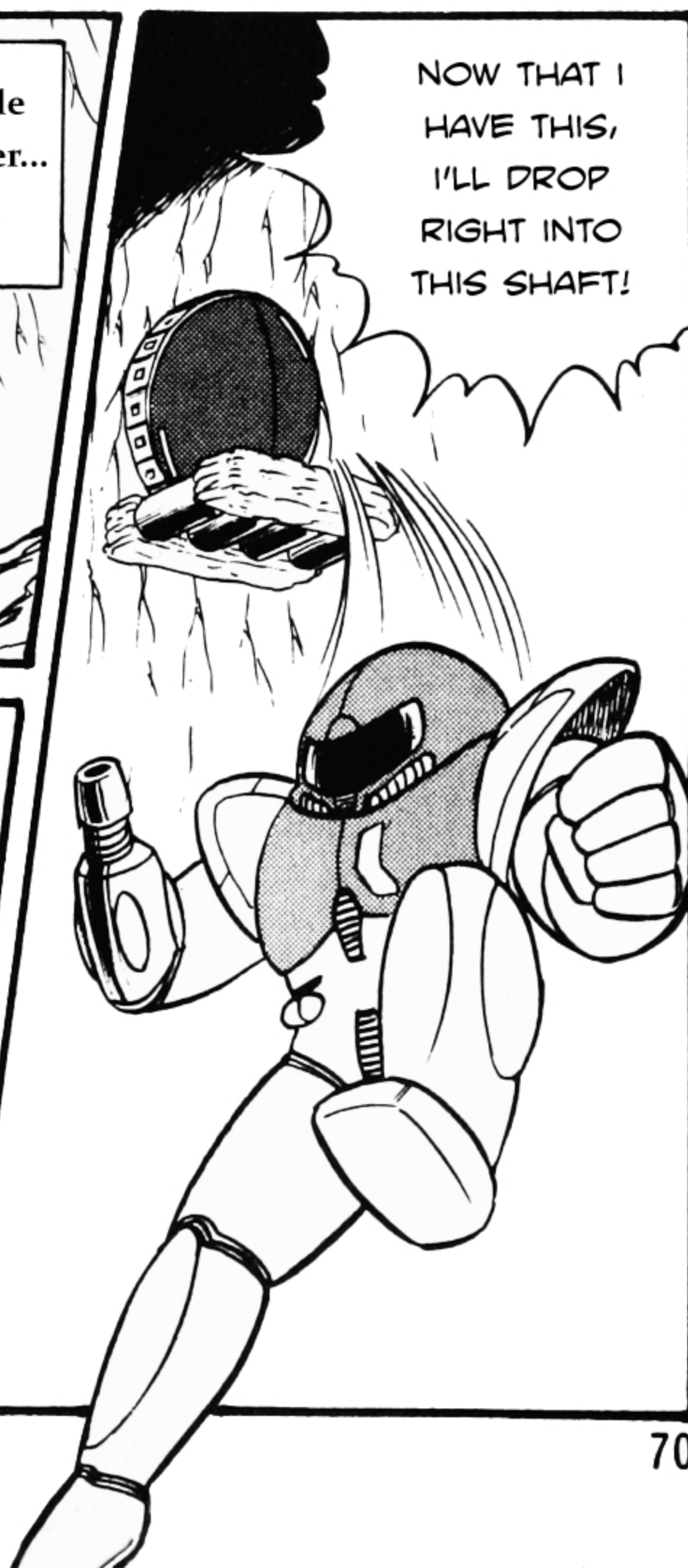
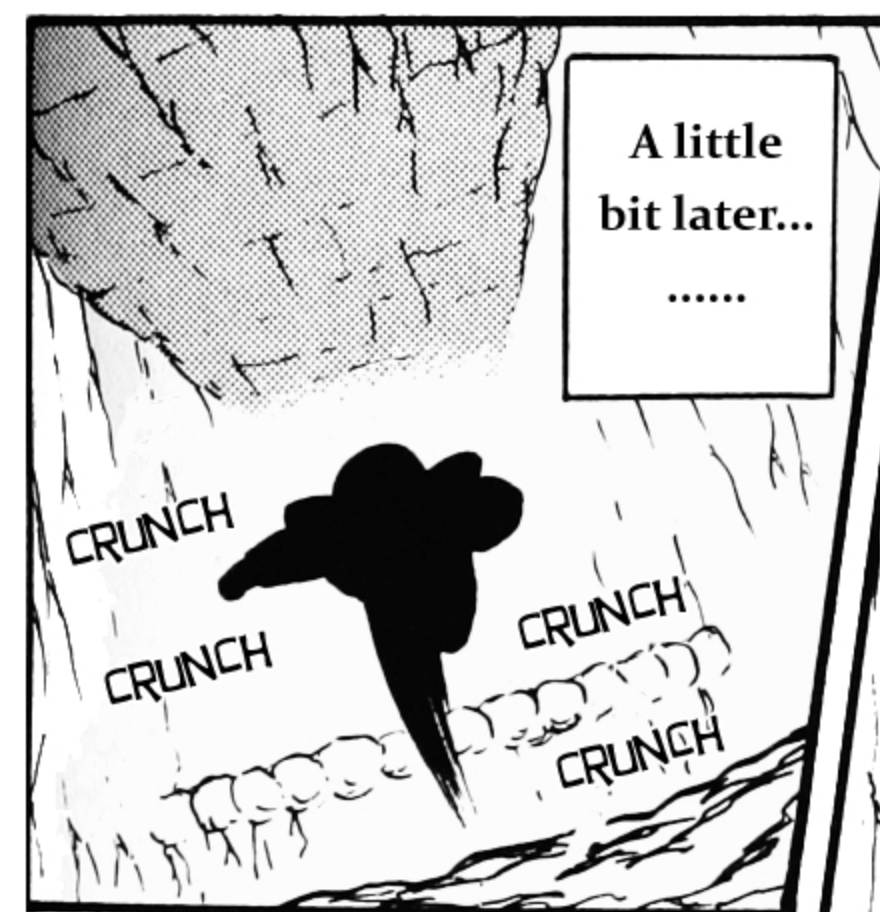
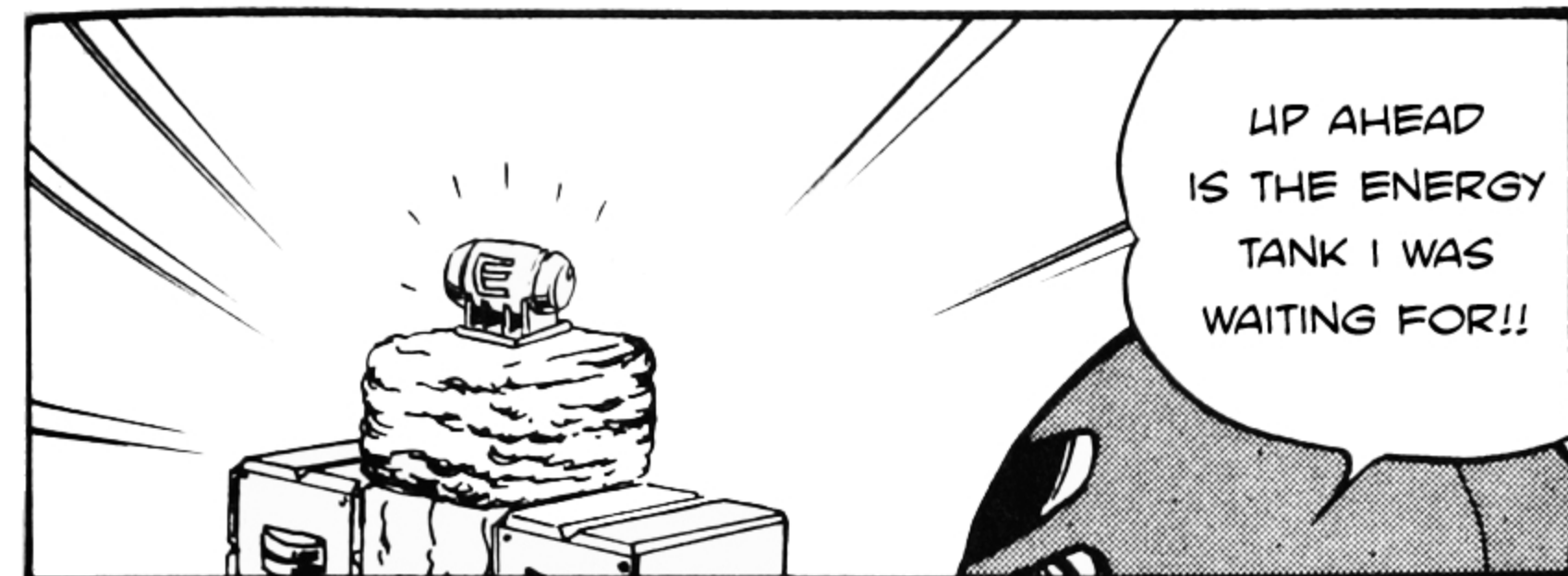
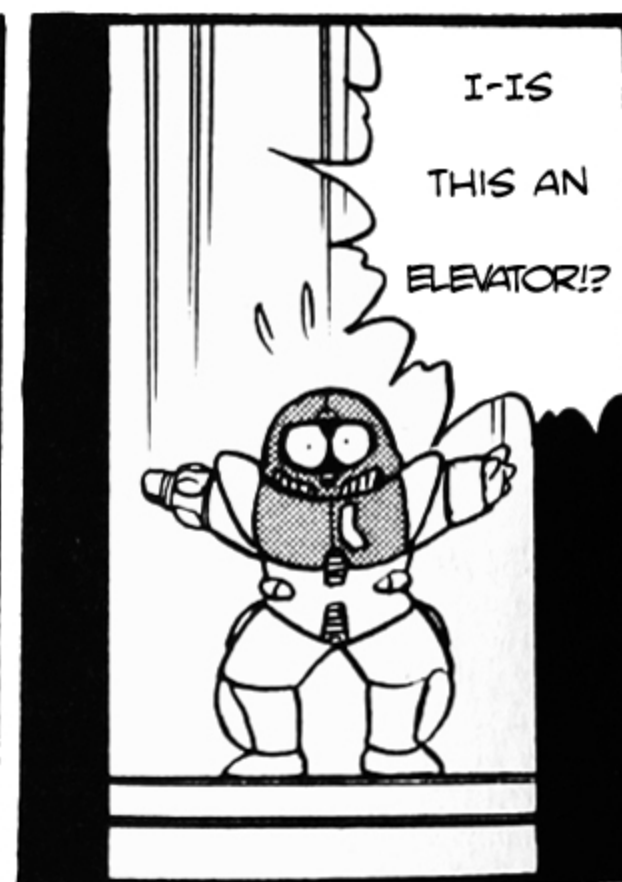
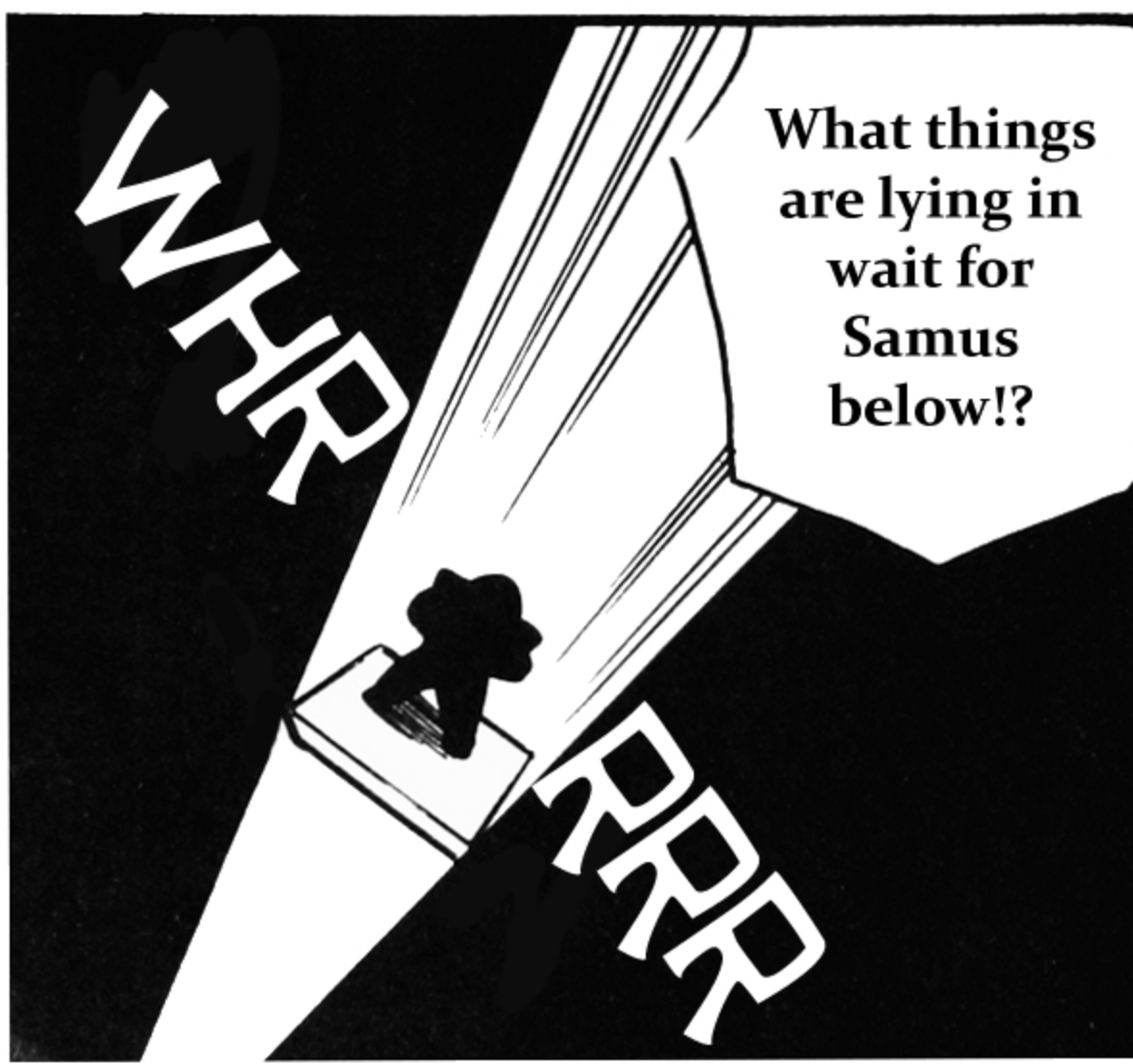
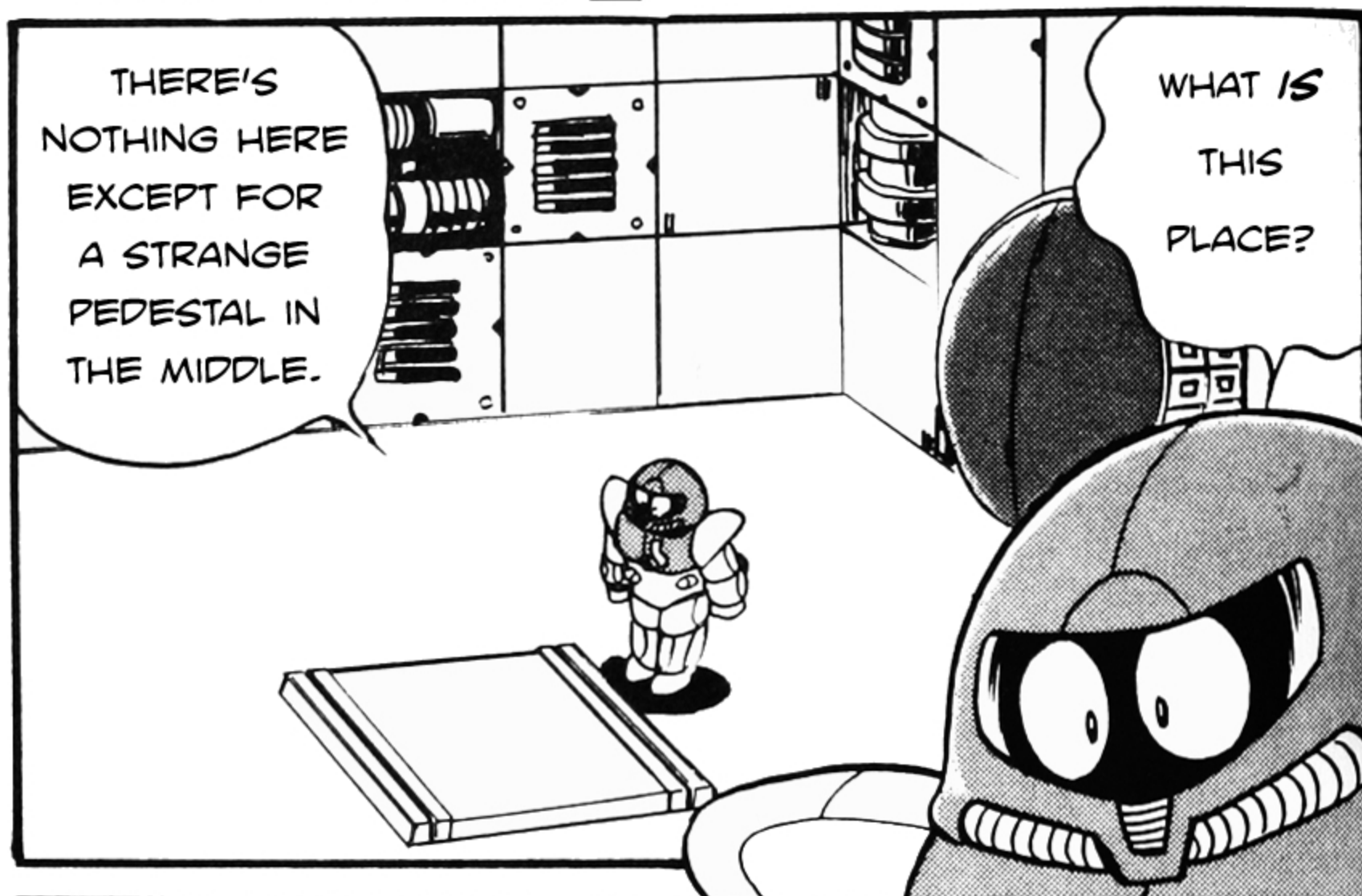
Set a bomb in the corner on the right!!



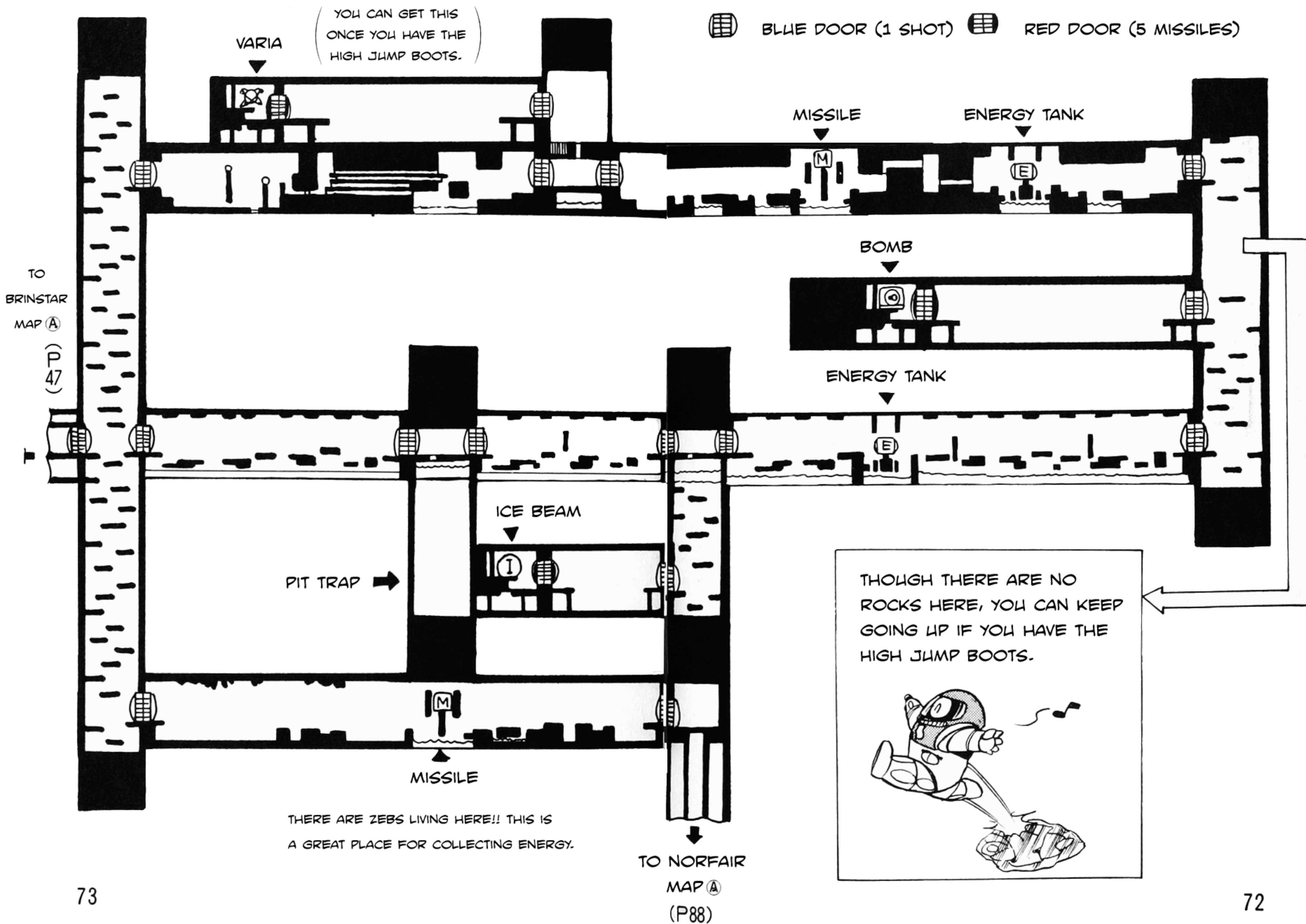
This way, you can roll through the passage and enter section ②, the room with the Rio.

WHILE THESE TECHNIQUES WILL GET YOU TO THE OTHER CAVE, THEY CAN BE USED IN OTHER PLACES AS WELL. TRY THEM WHENEVER YOU FIND A DEAD END.





PRESENTING BRINSTAR MAP B!!



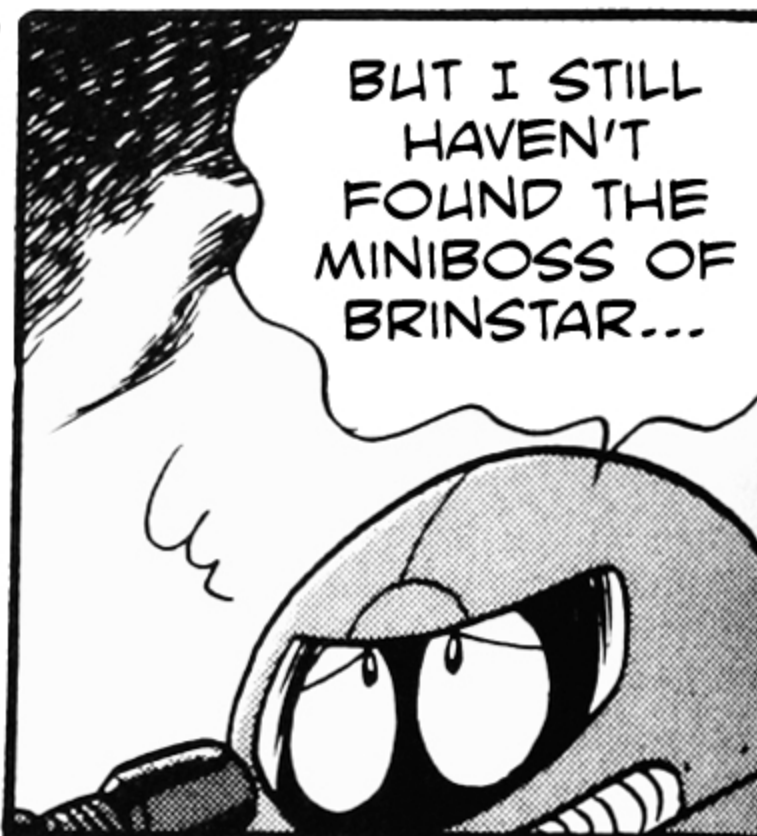
However, if he collects the numerous items in Norfair, the fight after will be easy.

In Samus's current state, it would be very difficult for him to fight the miniboss.

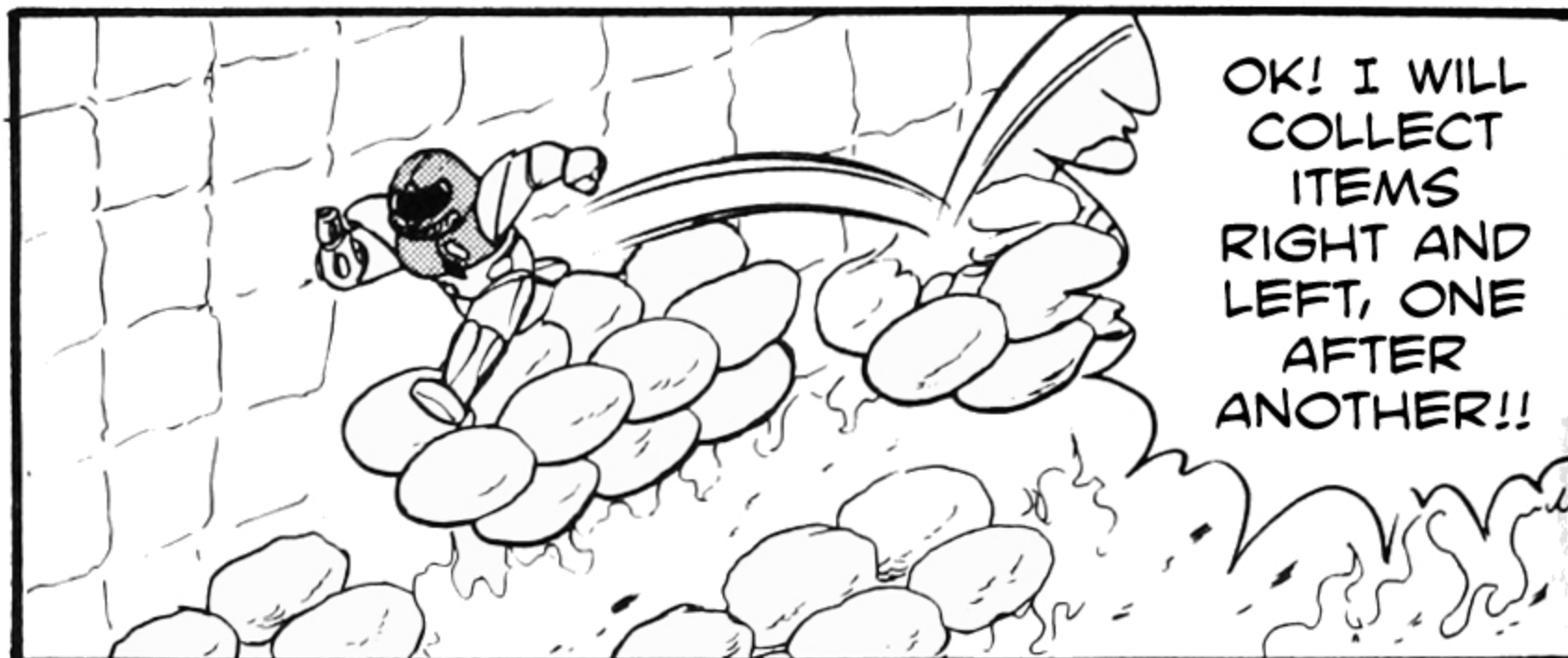
I see!



BUT I STILL HAVEN'T FOUND THE MINIBOSS OF BRINSTAR...



OK! I WILL COLLECT ITEMS RIGHT AND LEFT, ONE AFTER ANOTHER!!



NOVA



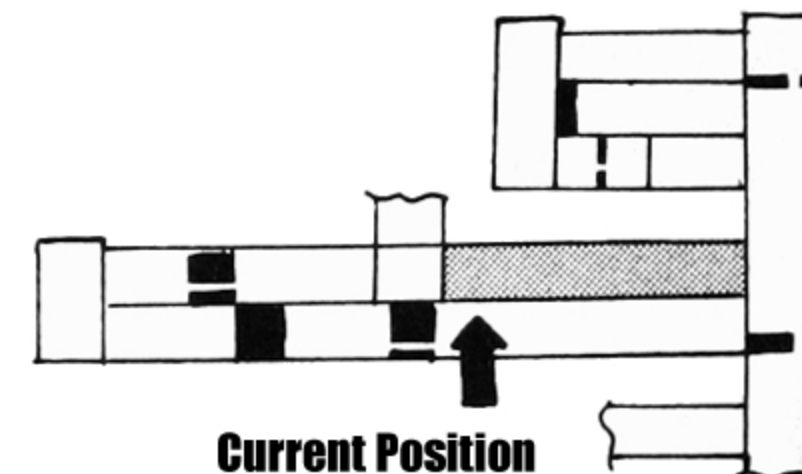
ITS WHOLE BODY IS COVERED WITH SHARP, FLAME-RETARDANT HAIR. IT CRAWLS AROUND THE FLOOR AND WALLS. THE BLUE ONES TAKE TWO SHOTS TO DEFEAT WHILE THE YELLOW ONES TAKE FOUR.

I SHOULD BE ABLE TO COLLECT ENERGY BY KILLING WEAK ENEMIES.

EVEN NORFAIR IS SWARMING WITH ENEMIES.

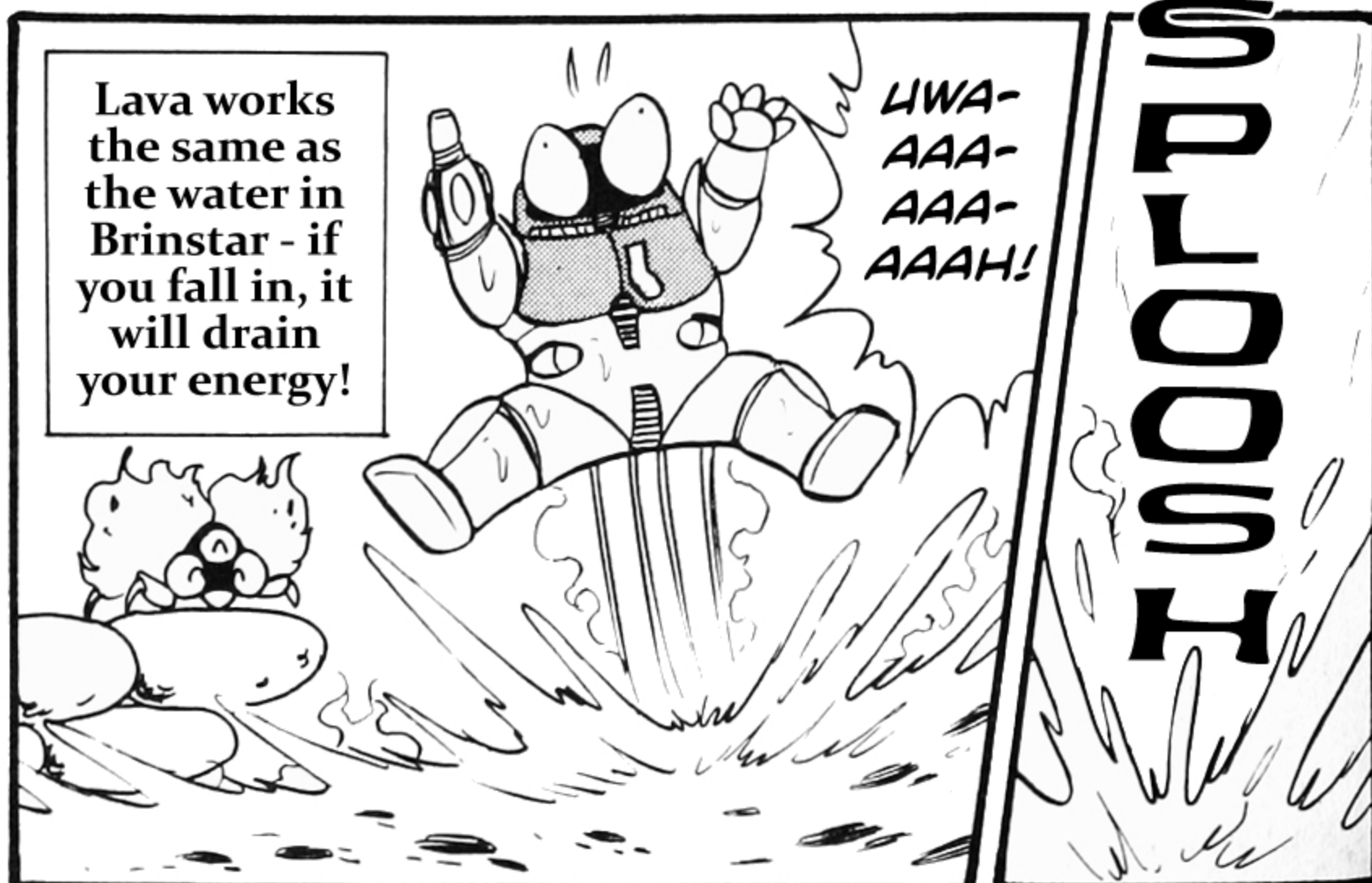
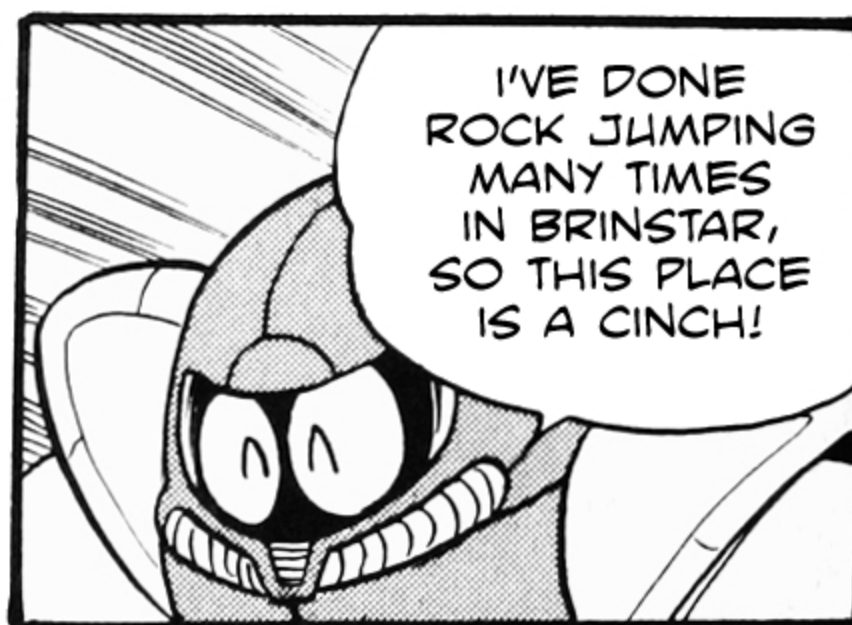
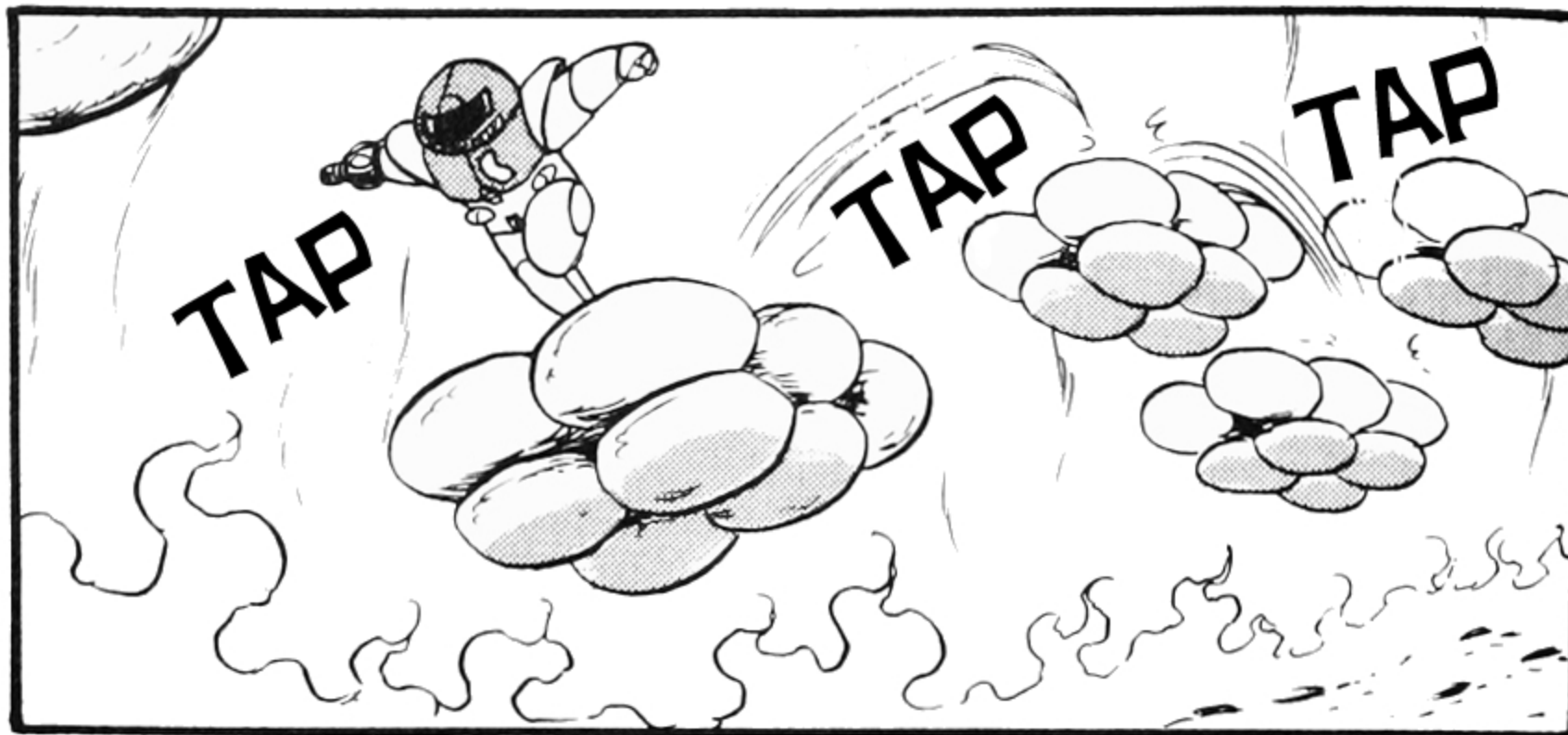


NORFAIR 1



AT THE BOTTOM OF THE ELEVATOR ARE THE FIERY CAVES OF NORFAIR!!

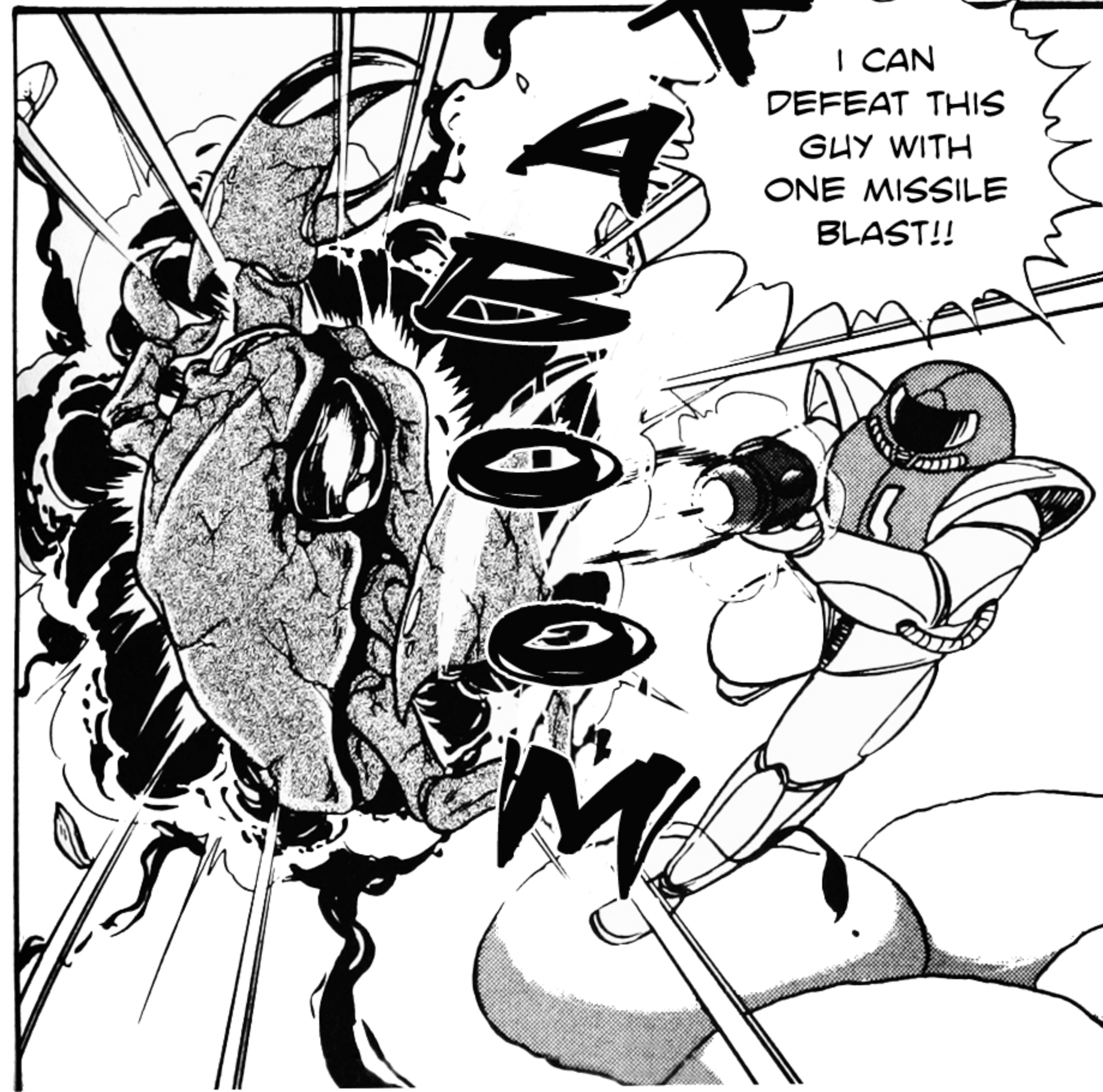
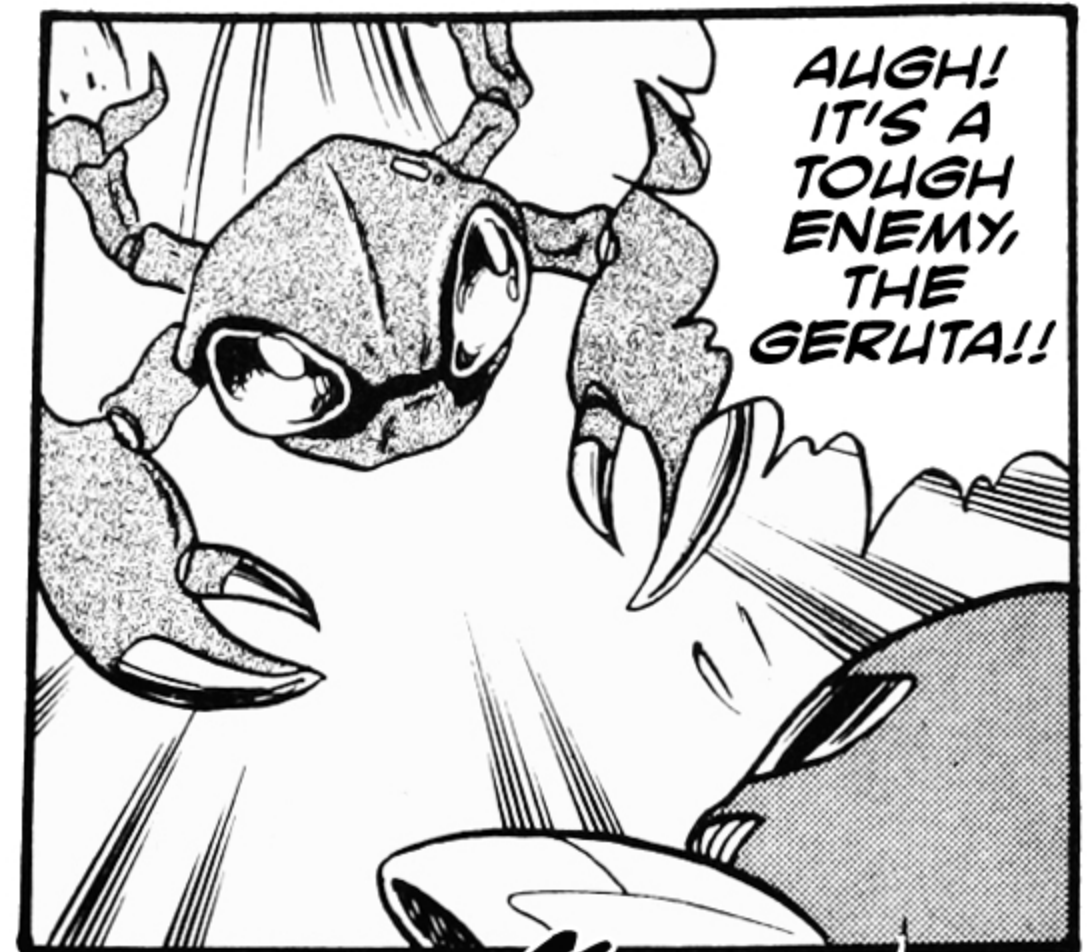


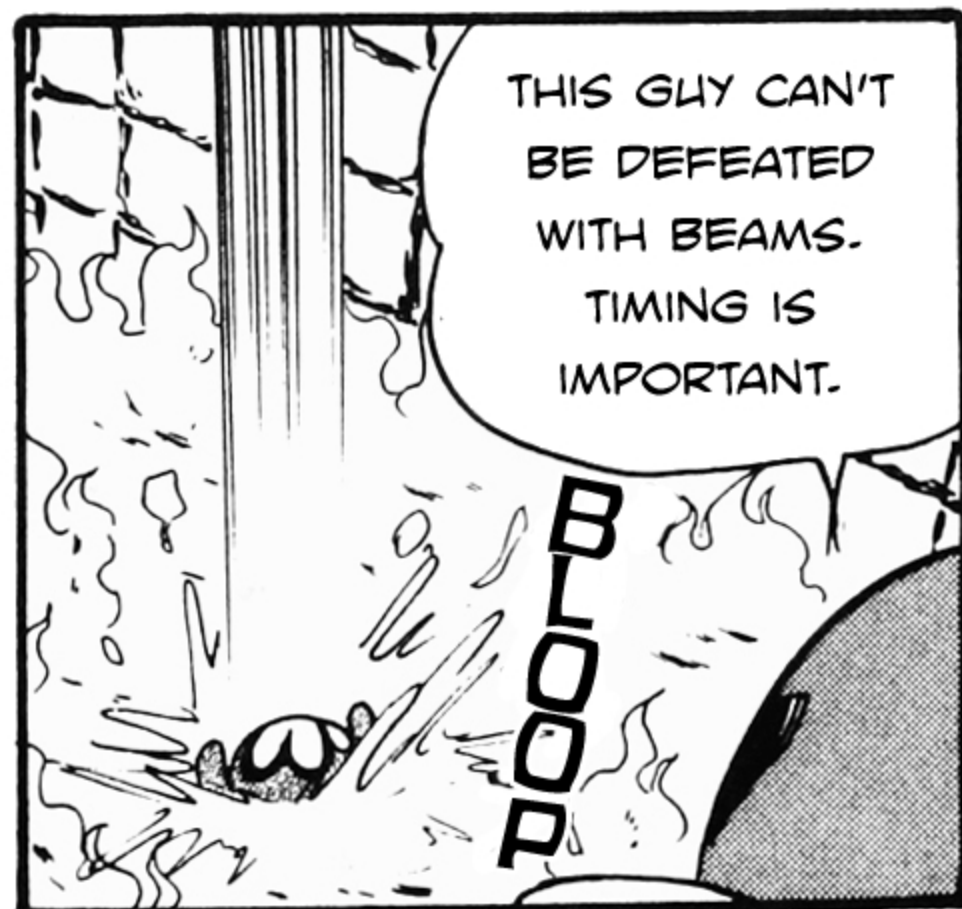


GERUTA



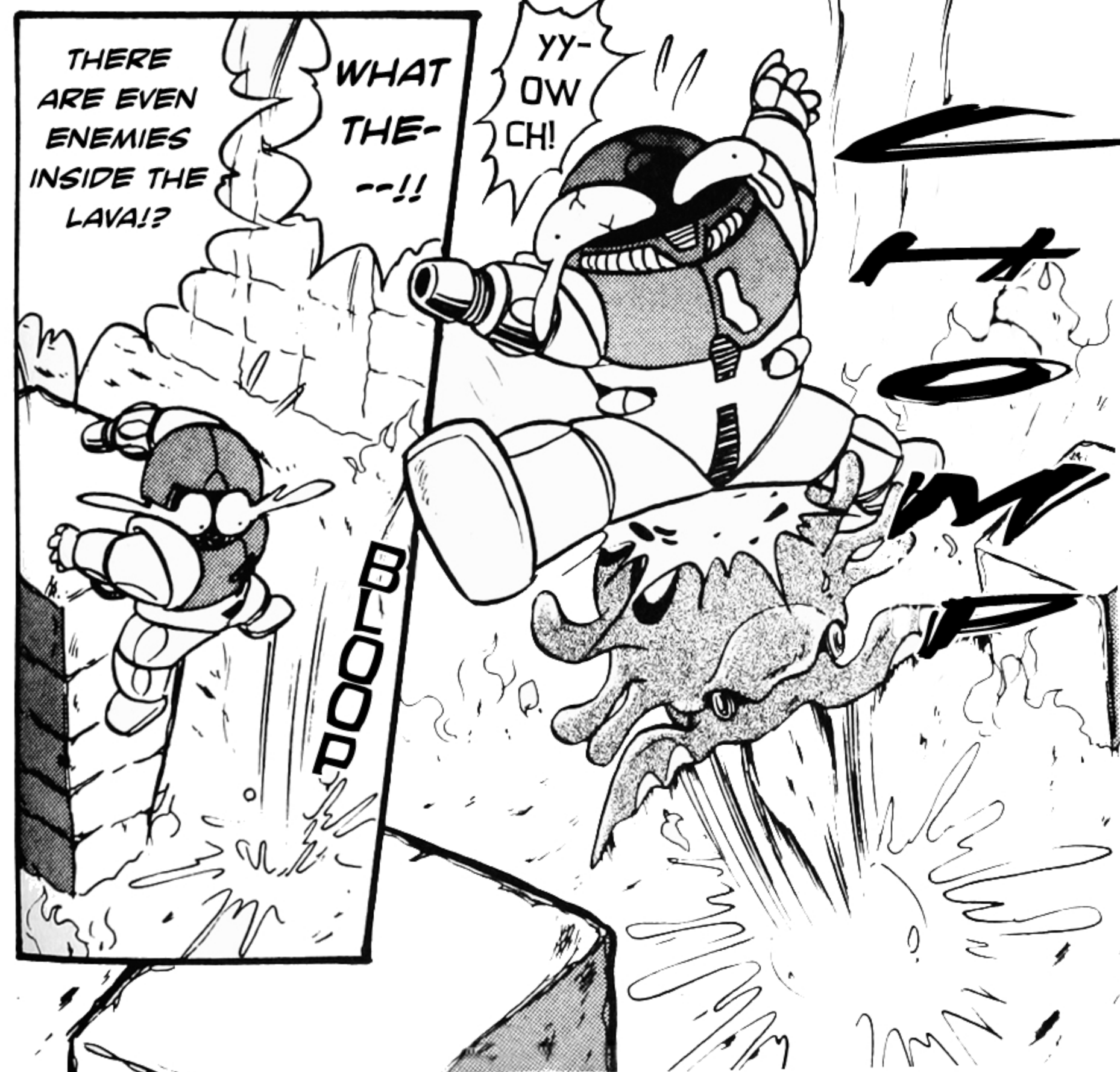
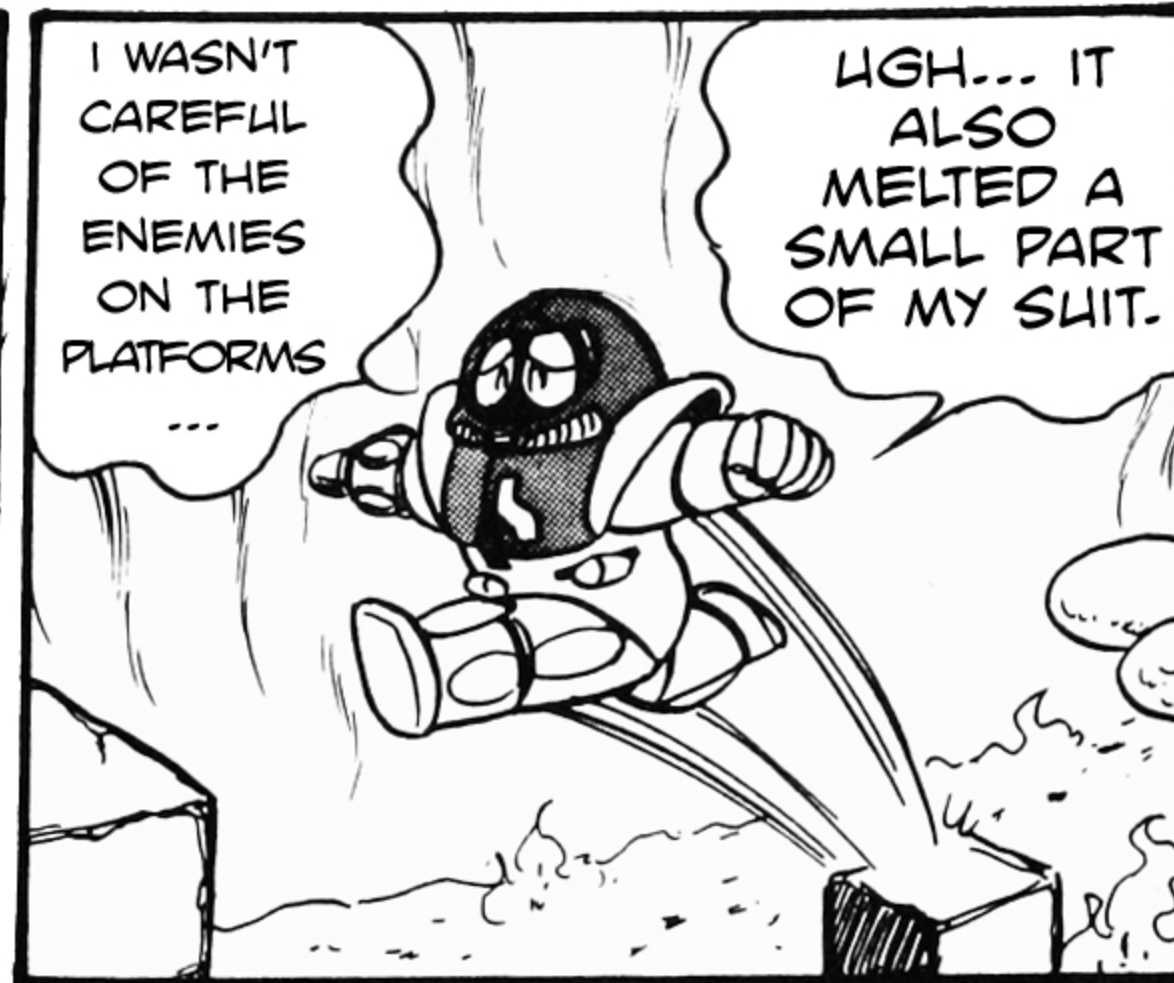
A GERUTA'S SKIN EMITS HIGH TEMPERATURES, AND IT RELEASES THE ENERGY STORED INSIDE ITS BODY TO FLY AROUND. IT HAS THE SAME TOUGHNESS AS THE RIO, AND PINK ONES ARE WEAKER THAN THE RED ONES.

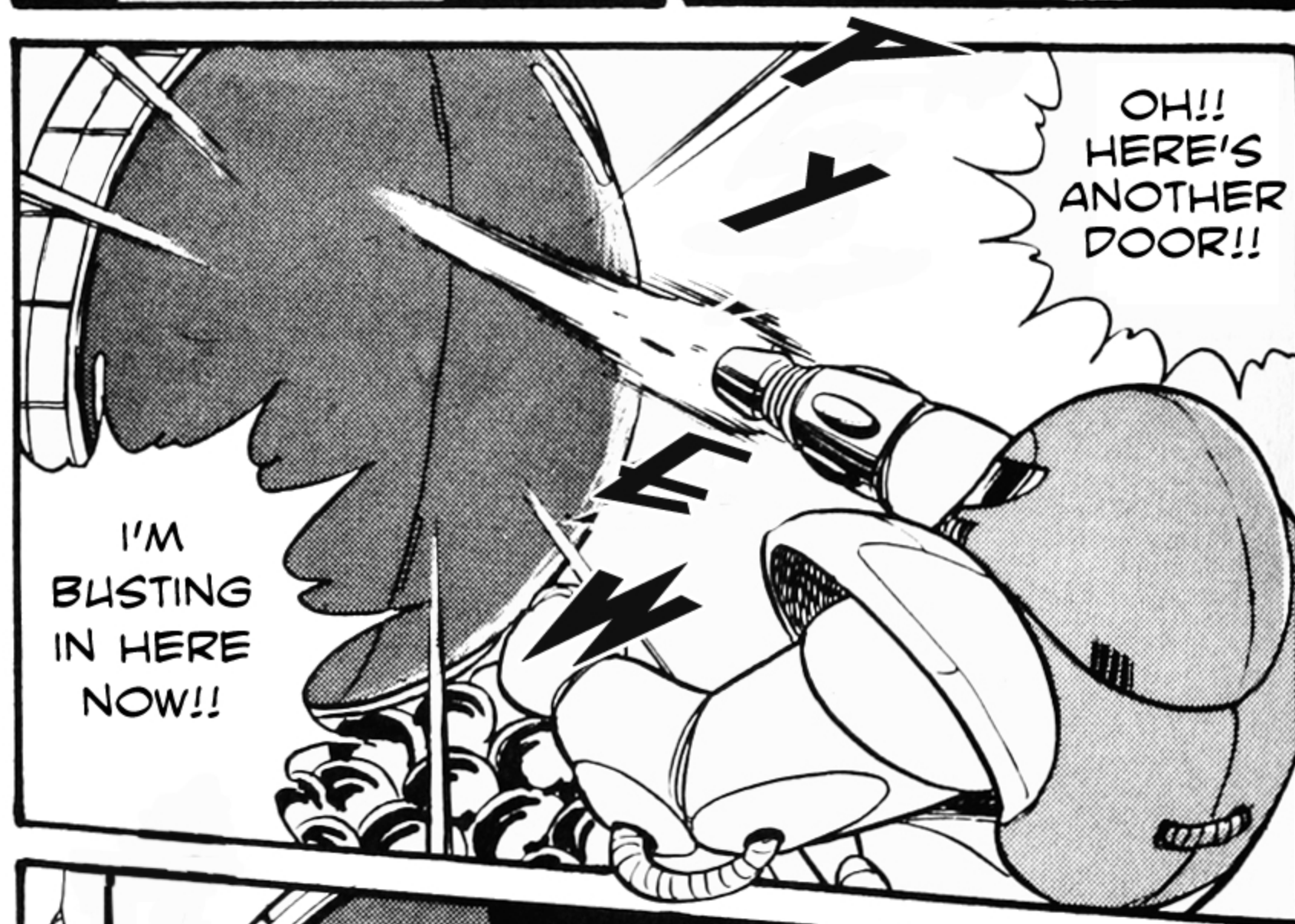
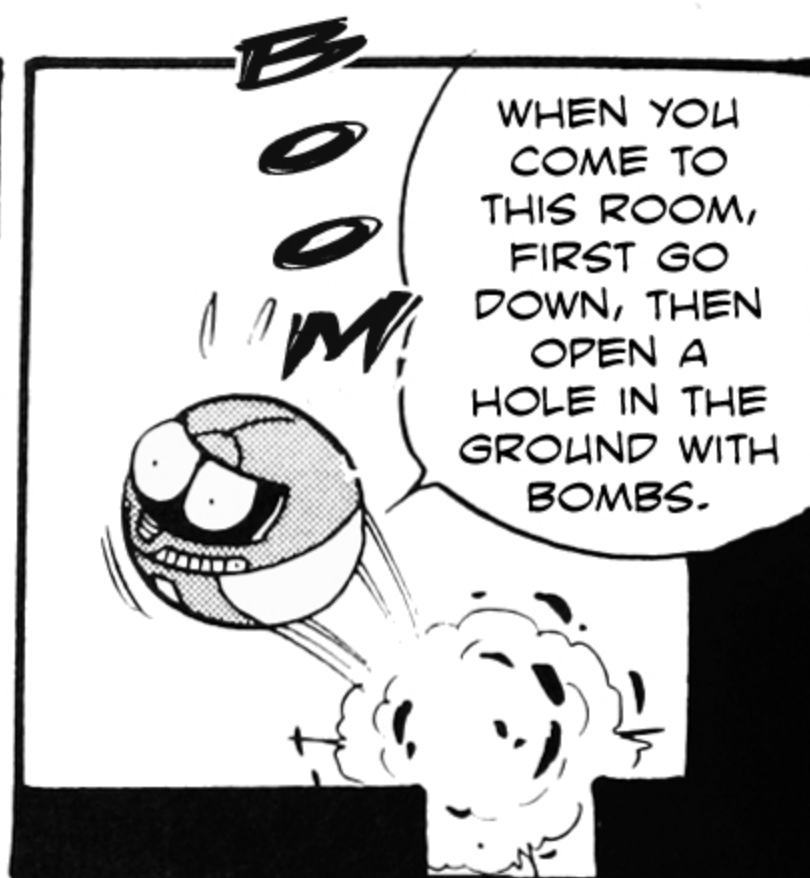




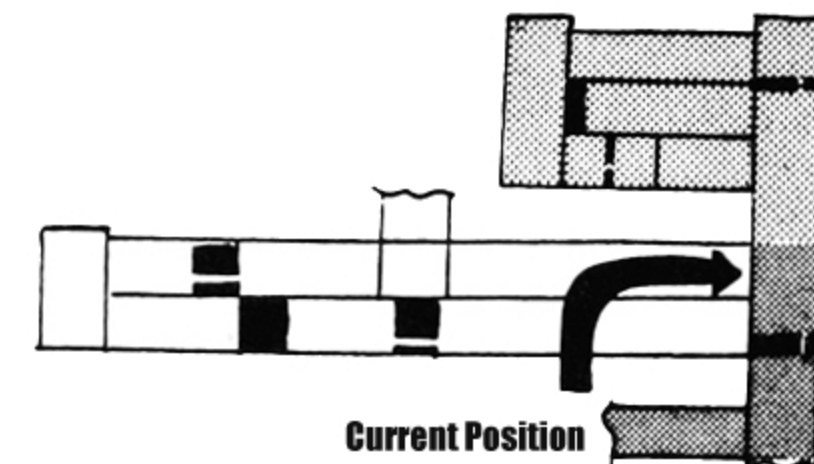
SQUEEPT

JUMPS OUT OF THE LAVA, THEN FALLS BACK IN AGAIN. RED ONES CAN BE DESTROYED WITH A MISSILE.





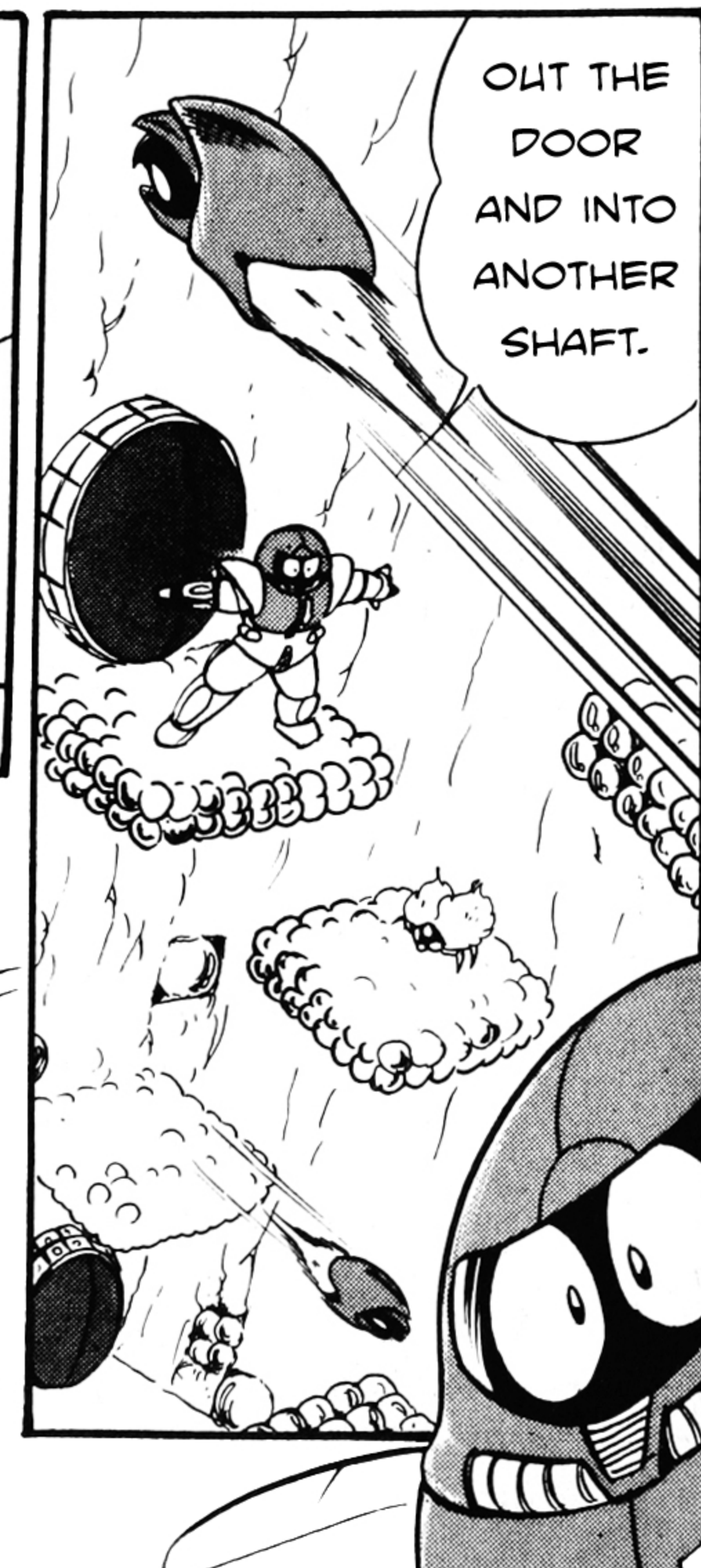
NORFAIR 2

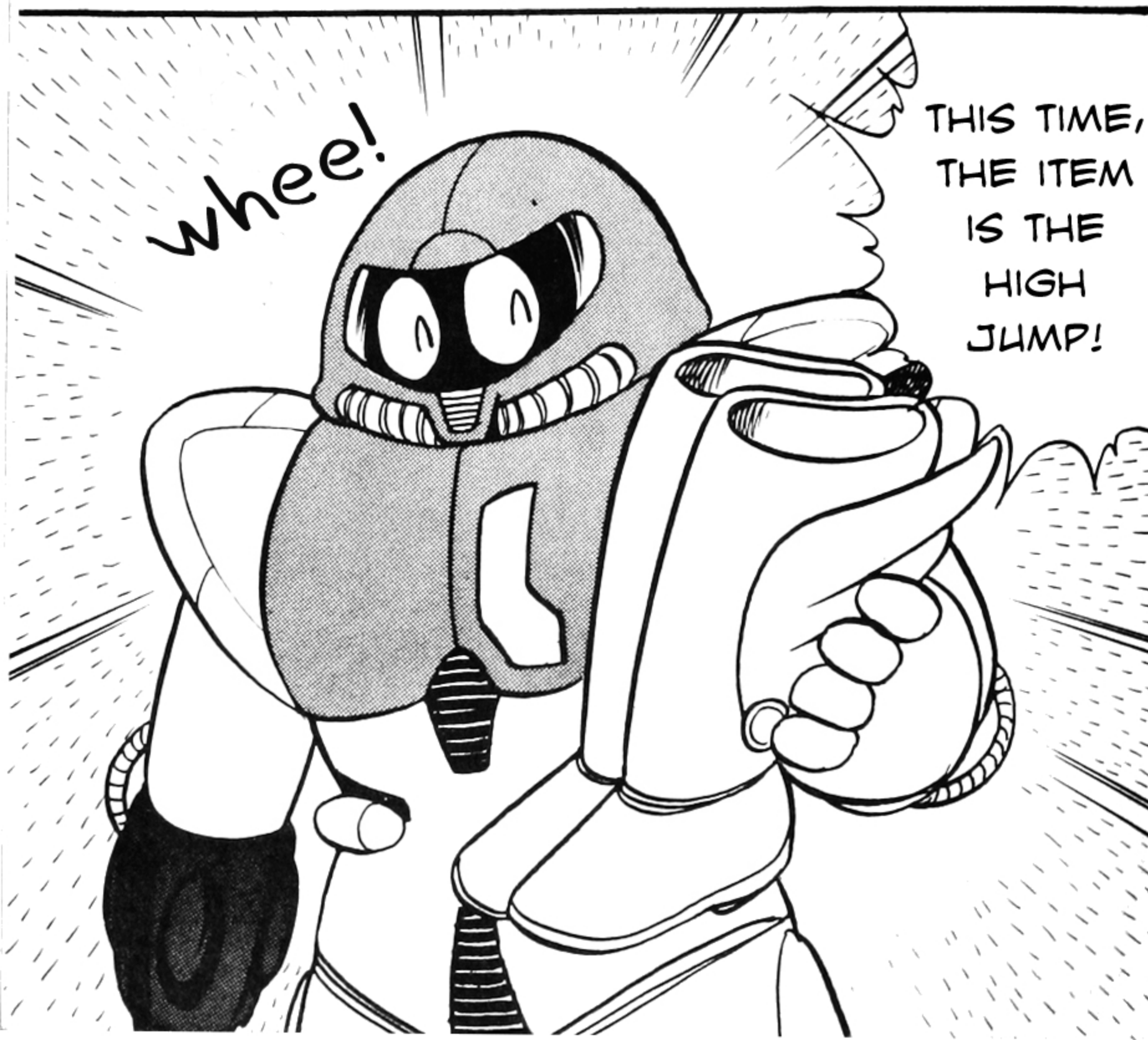
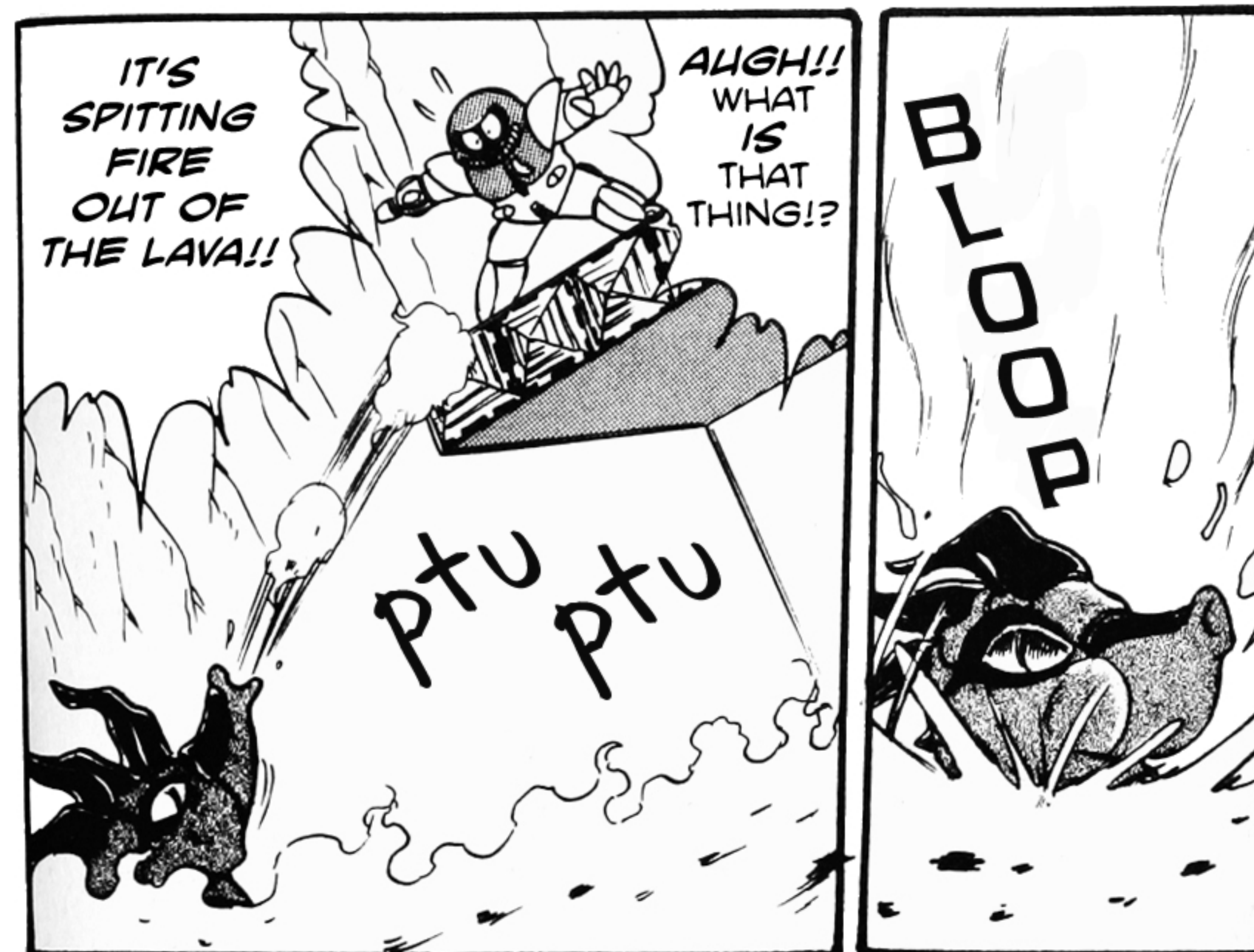
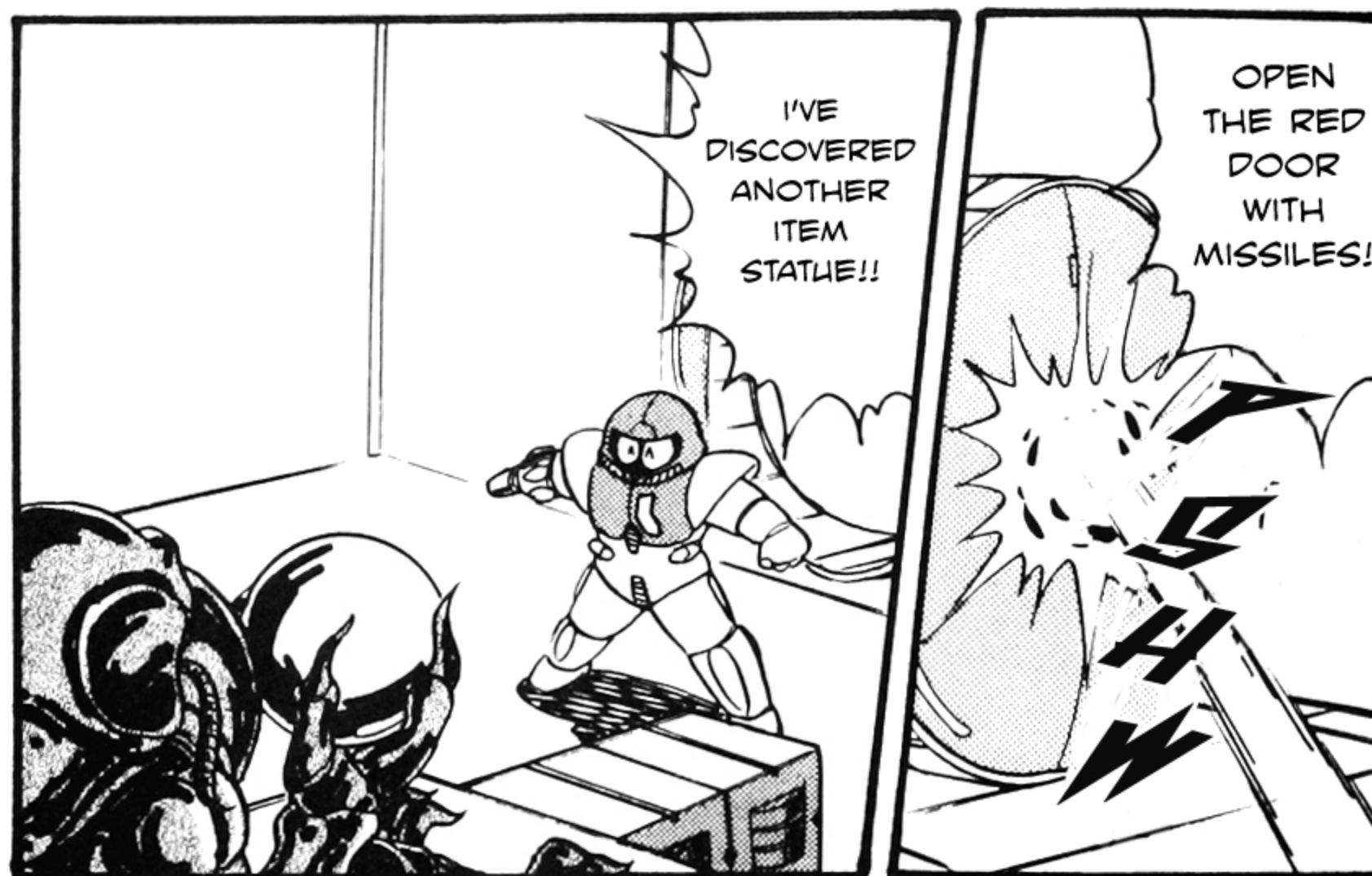


RIPPER II



EVOLVED FROM THE RIPPERS IN BRINSTAR. IT IS FASTER THAN THE RIPPER AND CAN'T BE DEFEATED BY MISSILES.

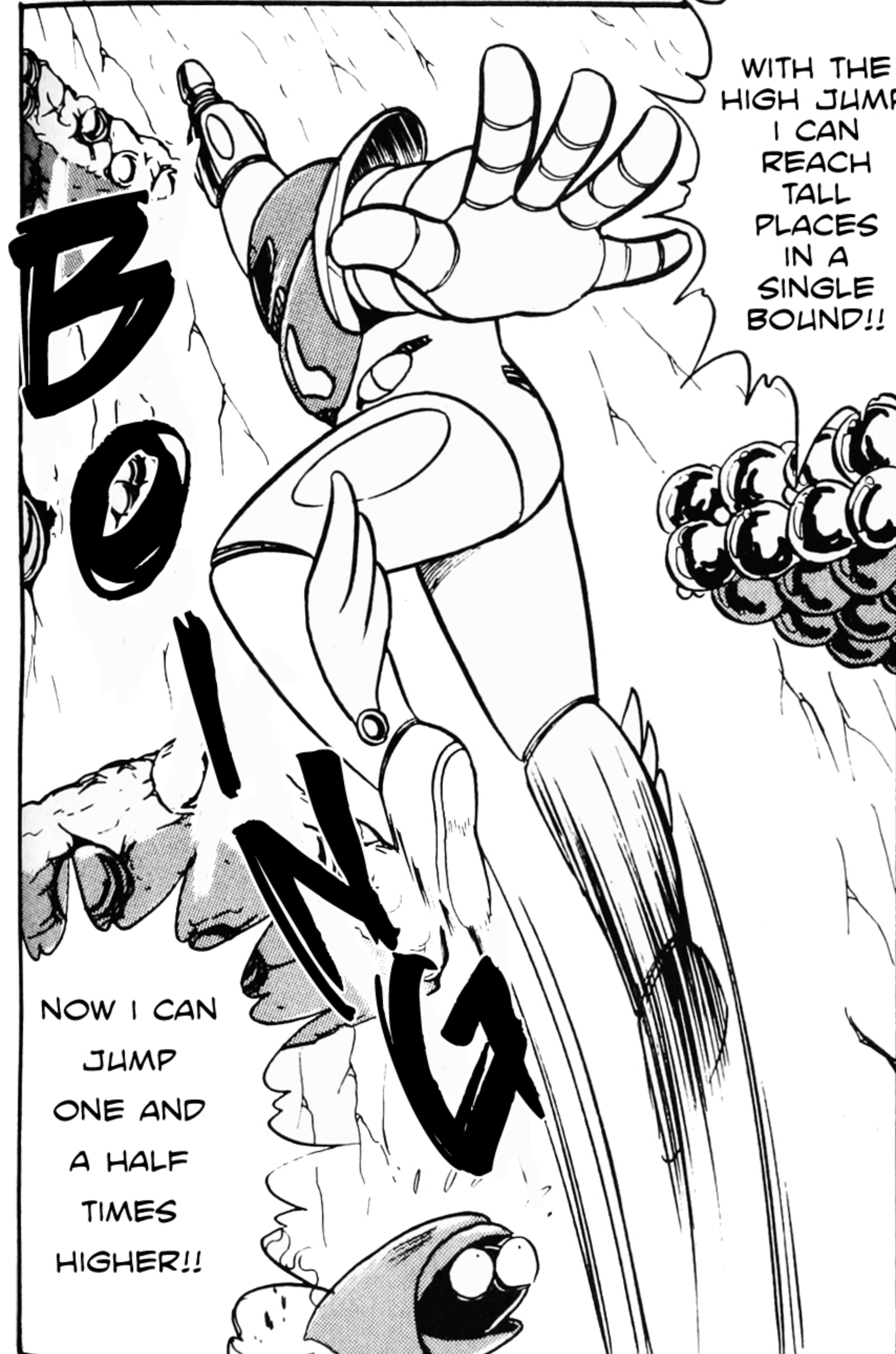
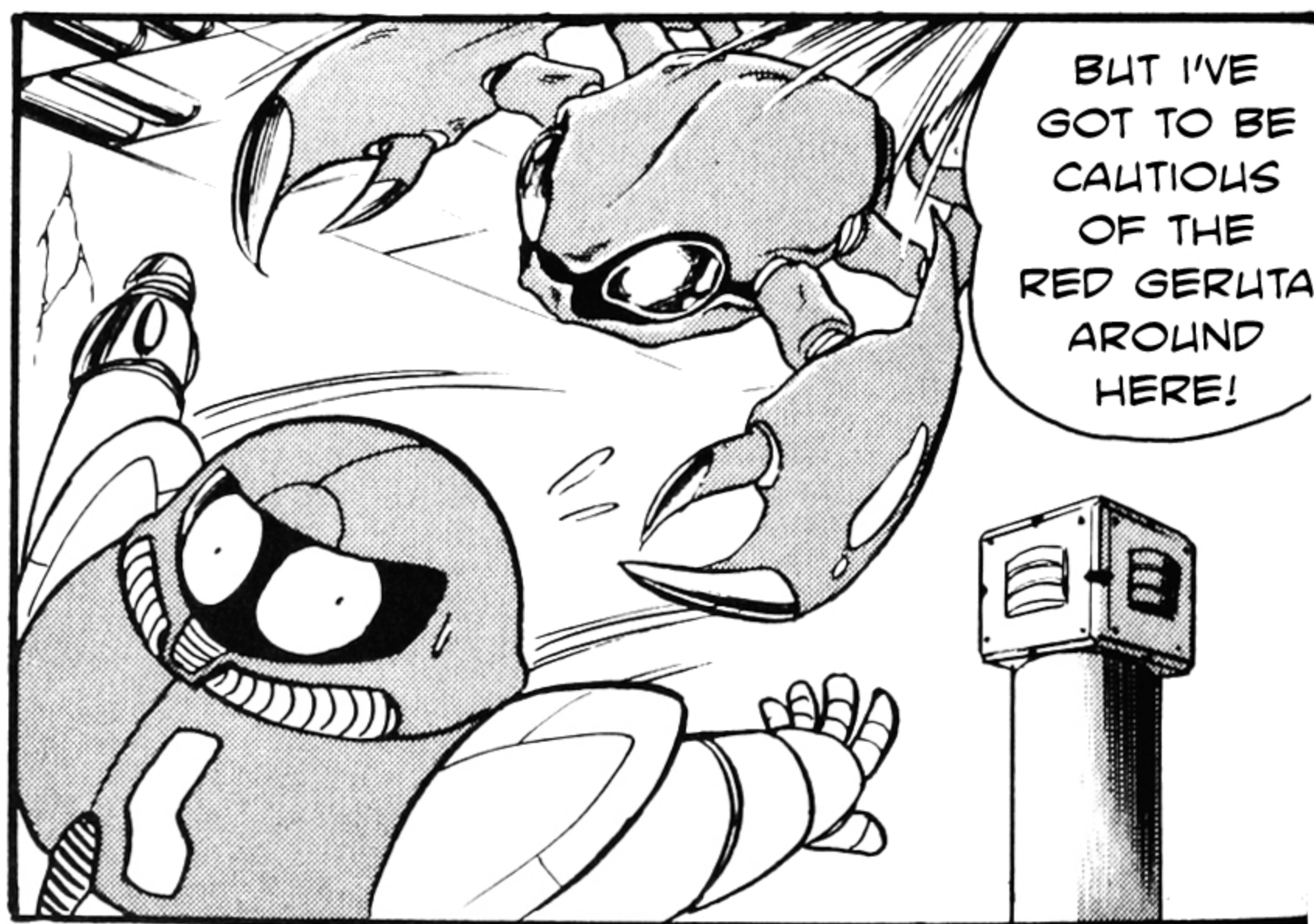
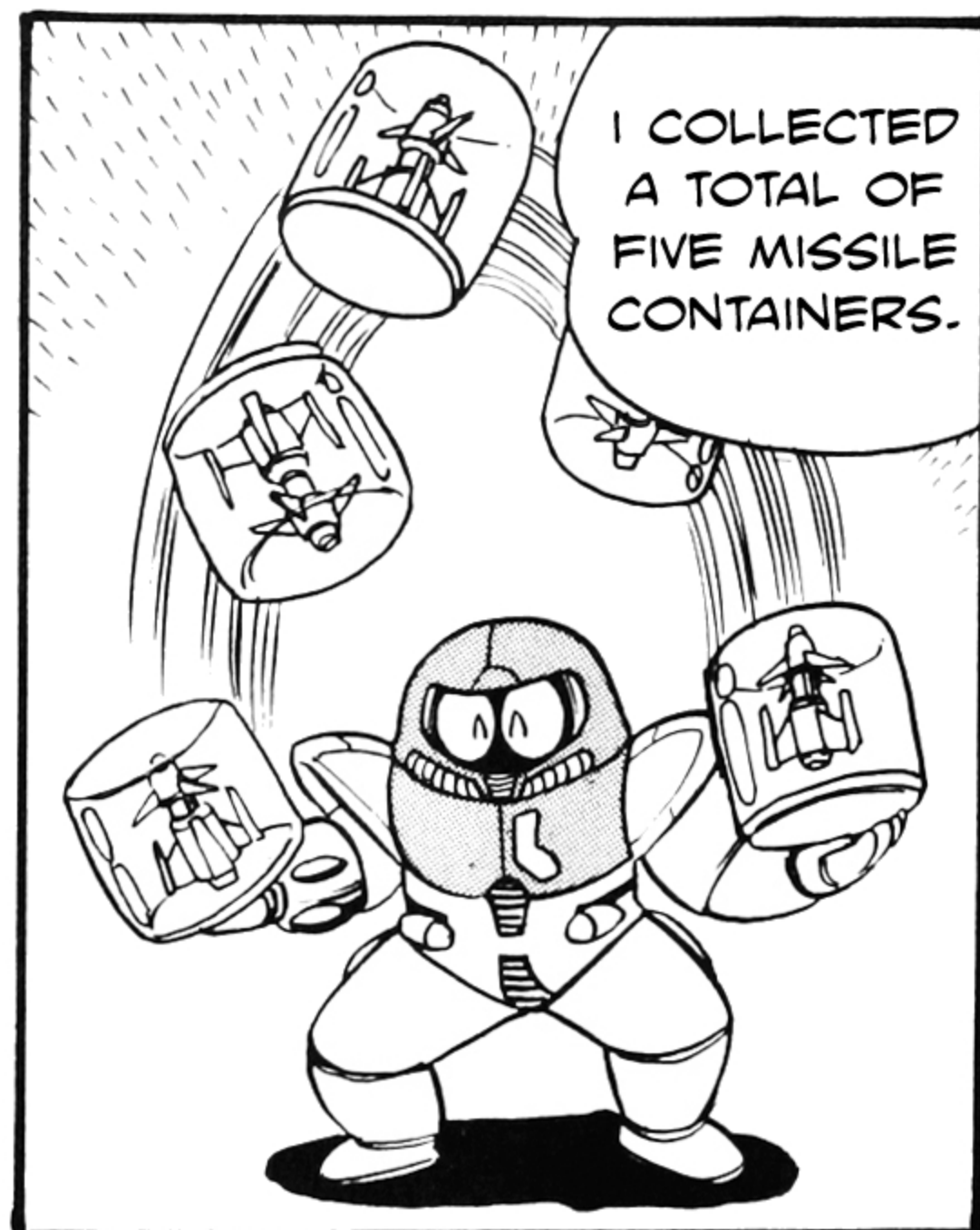


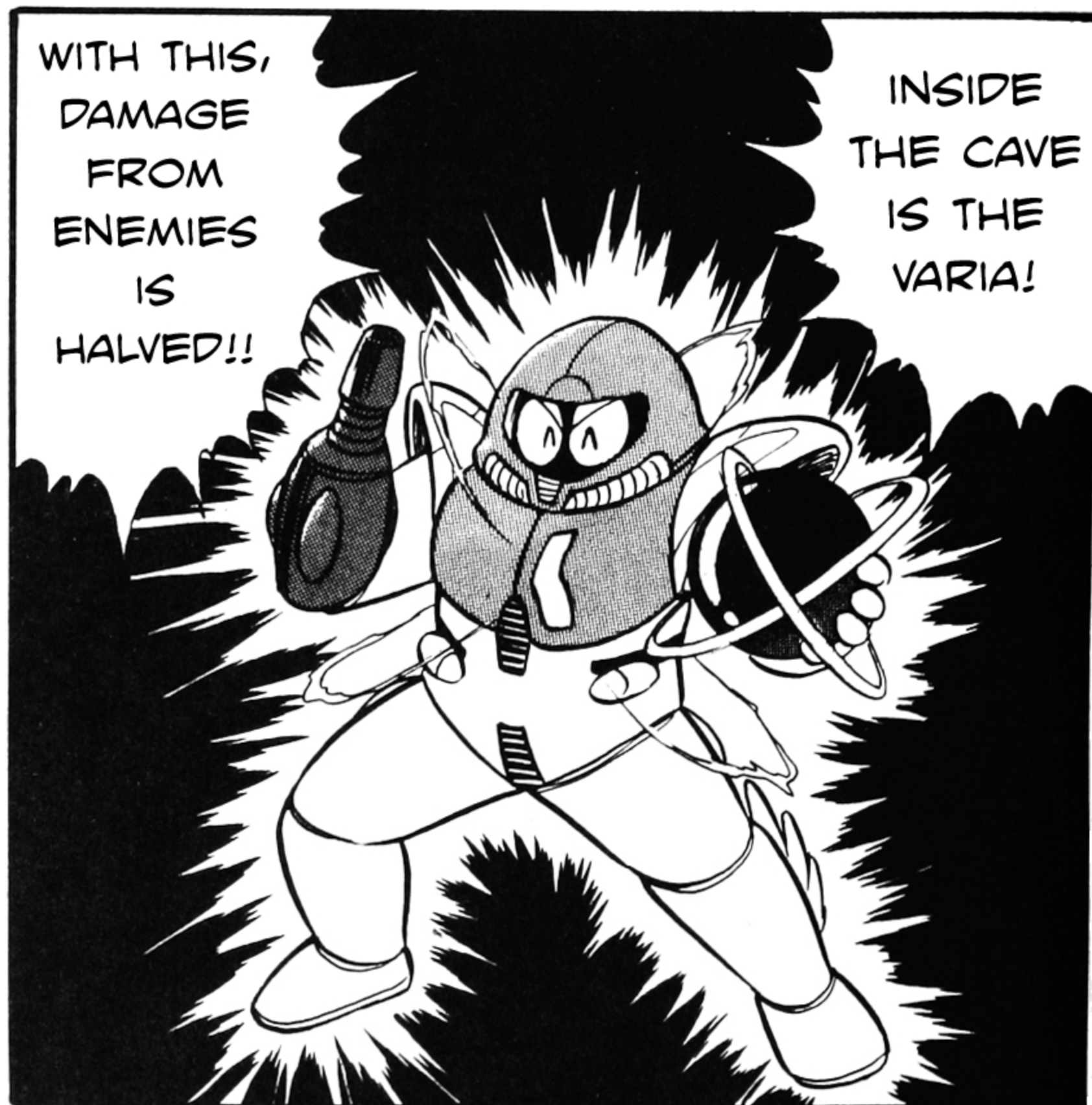
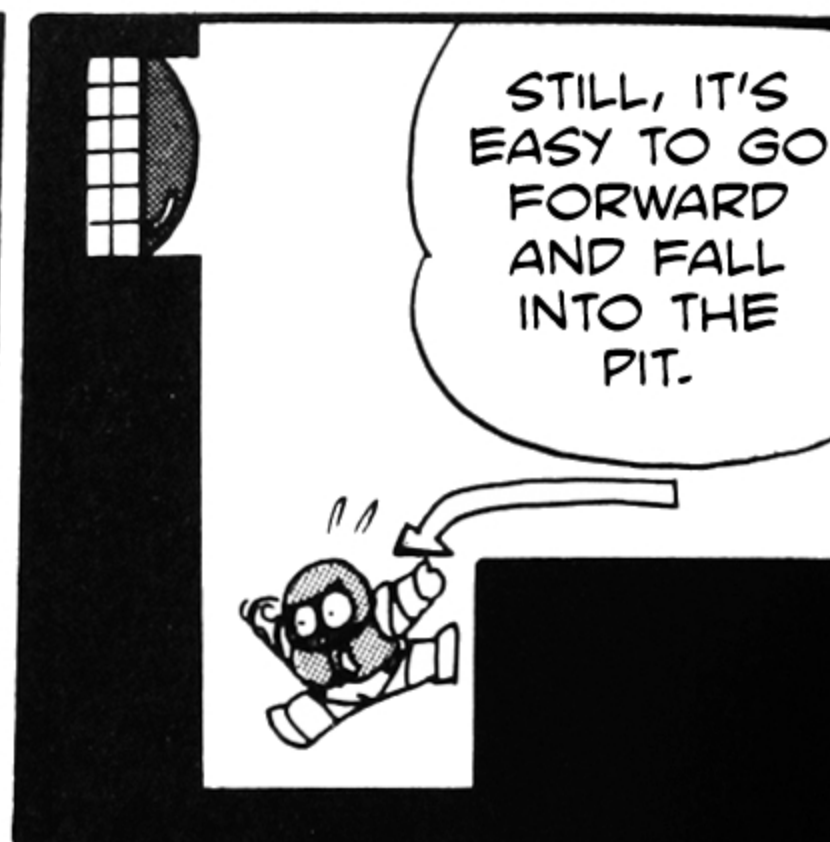


DRAGON



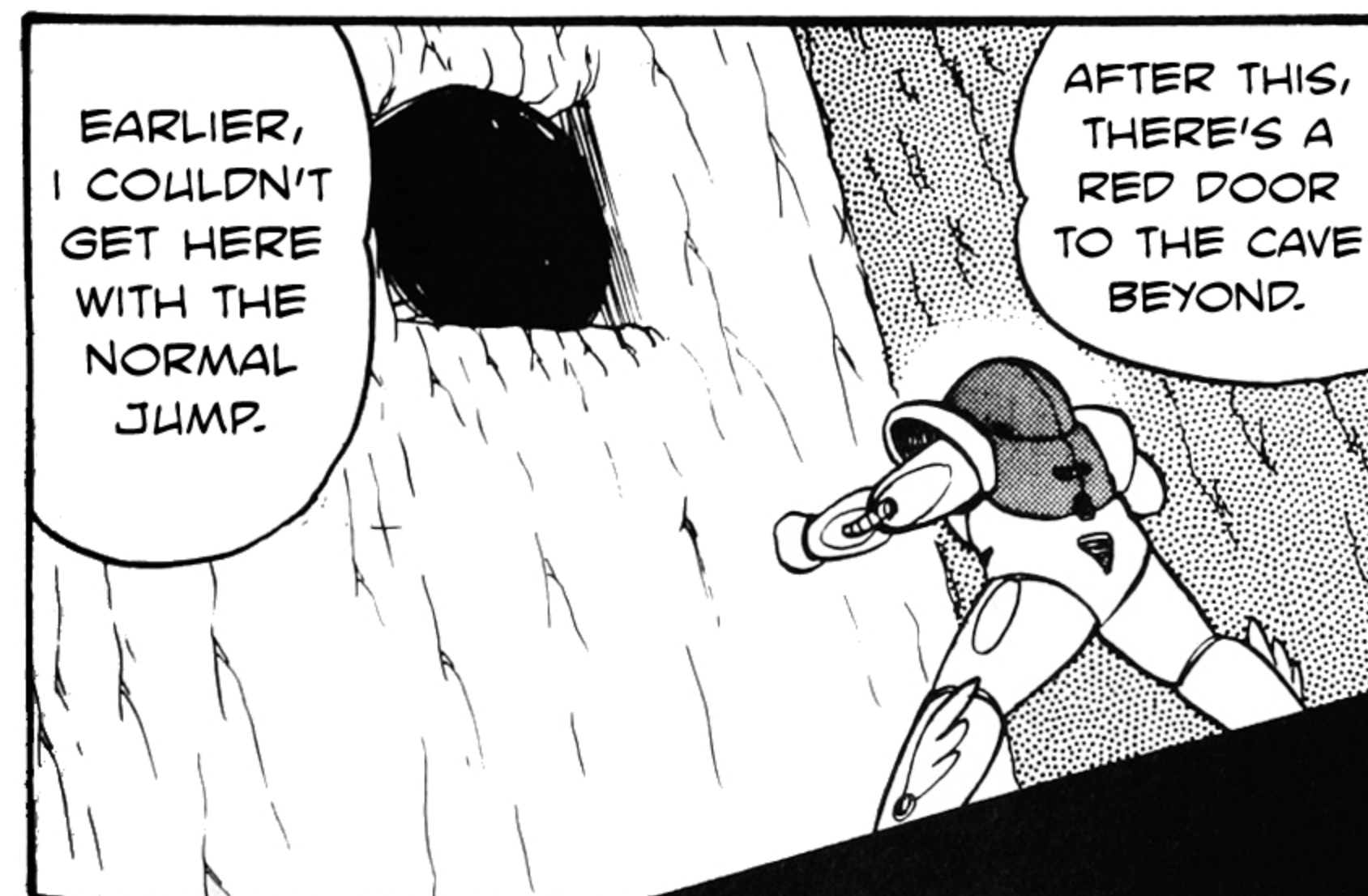
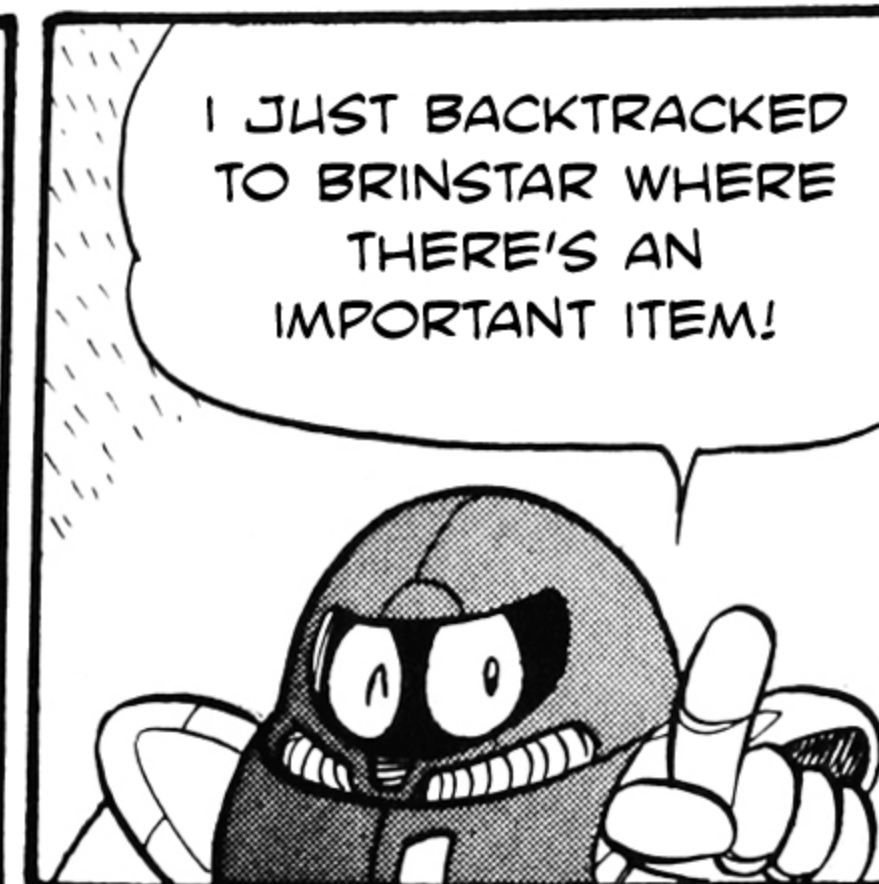
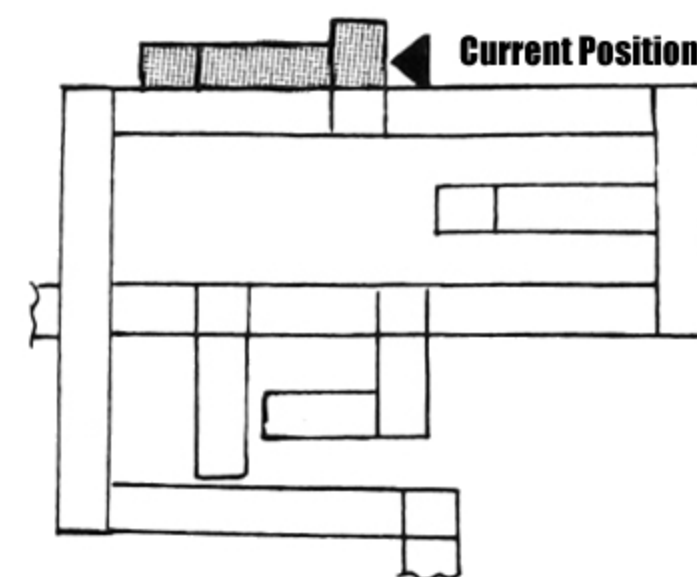
THIS CREATURE SPITS FIRE TOWARD SAMUS FROM INSIDE THE LAVA. IT IS DIFFICULT TO DEFEAT, AS IT ONLY LIVES INSIDE THE LAVA.





BRINSTAR 8

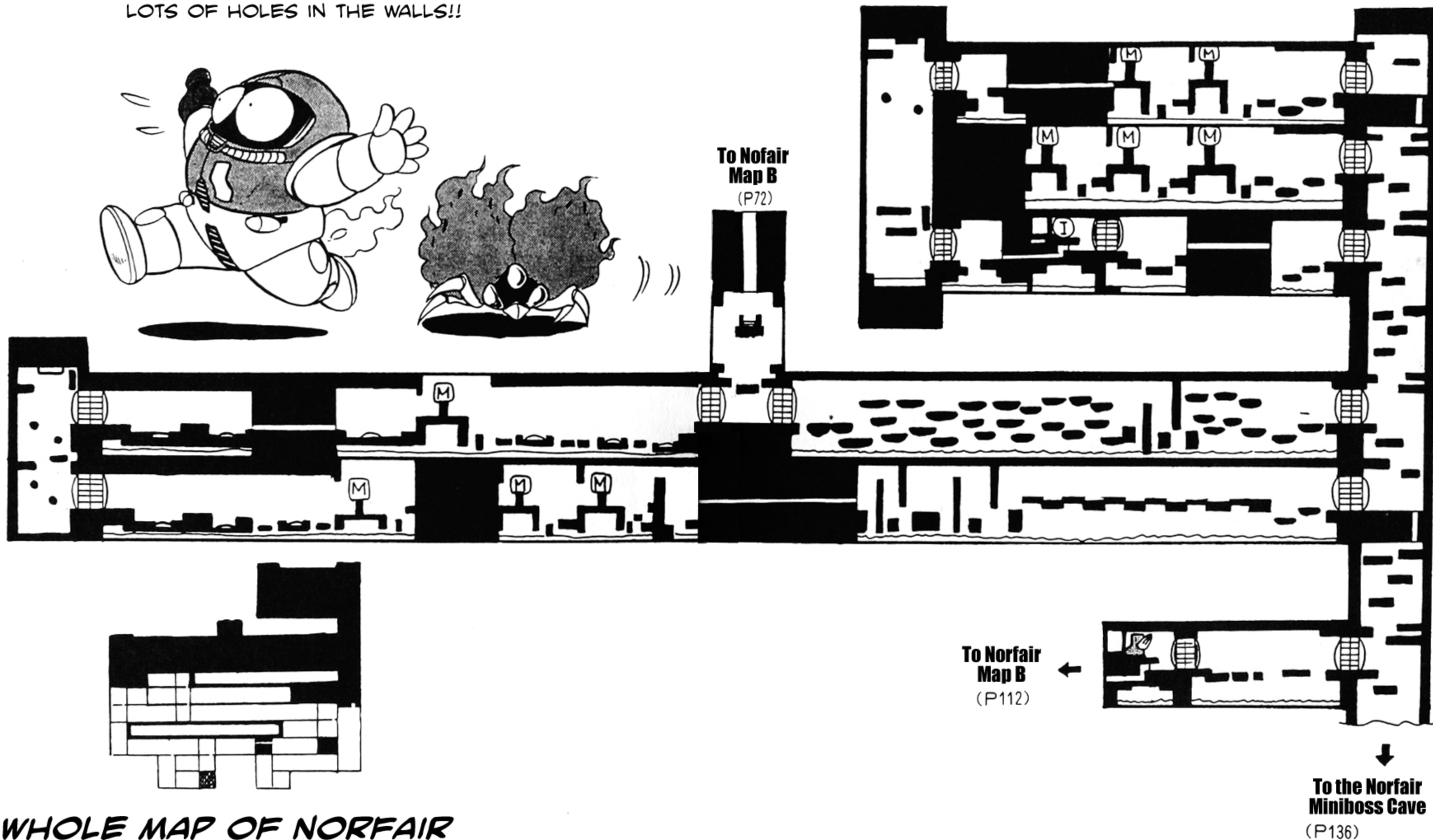
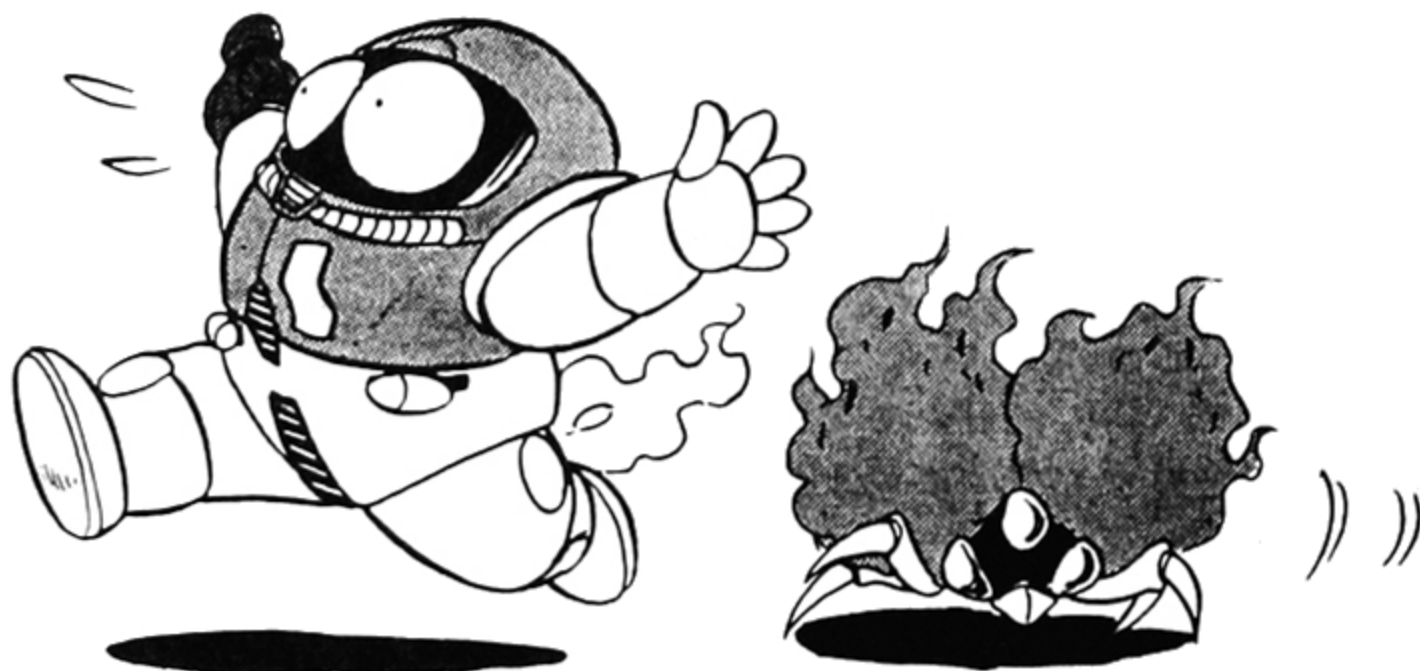
BACK TO BRINSTAR
MAP B (P73)



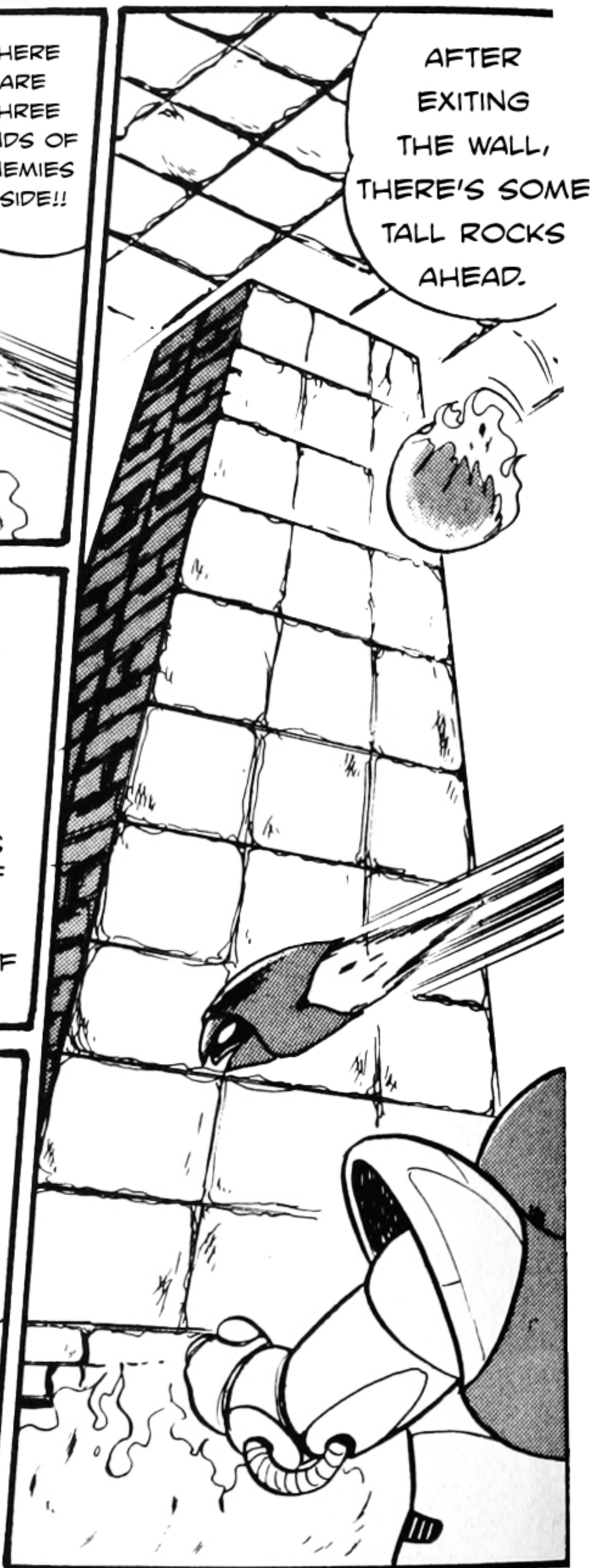
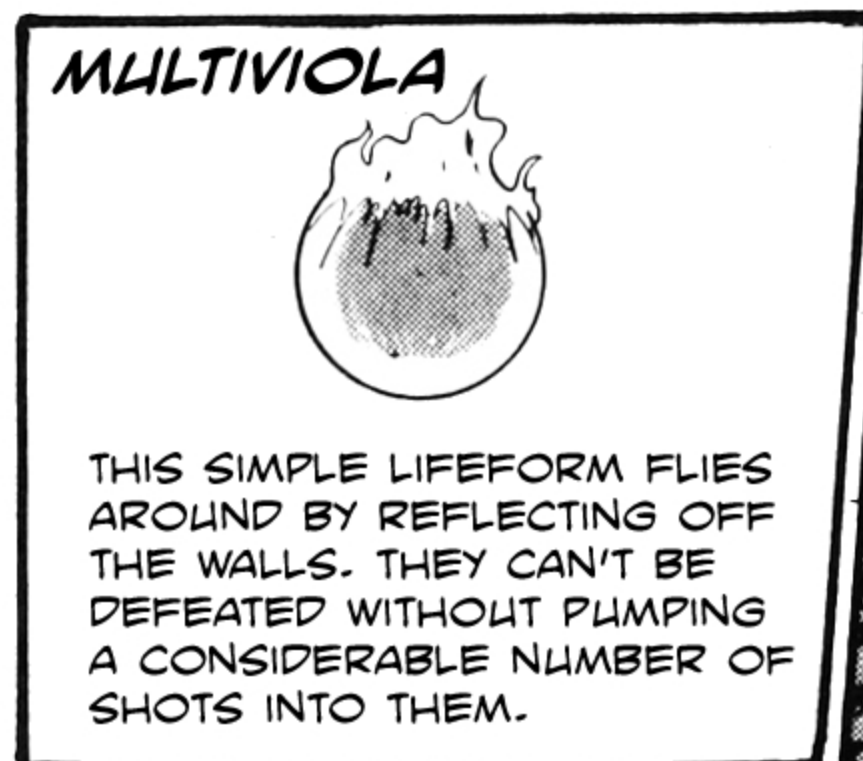
PRESENTING NORFAIR MAP A!!

FIRST OFF, IT IS IMPORTANT THAT YOU GET THE HIGH JUMP. IT WILL ALLOW YOU TO COLLECT THE MISSILES IN EACH LOCATION. THERE ARE ALSO LOTS OF HOLES IN THE WALLS!!

- | | | |
|------------------------|---------------------------|---------------|
| (M) MISSILE | (I) ICE BEAM | (H) HIGH JUMP |
| (B) BLUE DOOR (1 SHOT) | (R) RED DOOR (5 MISSILES) | |

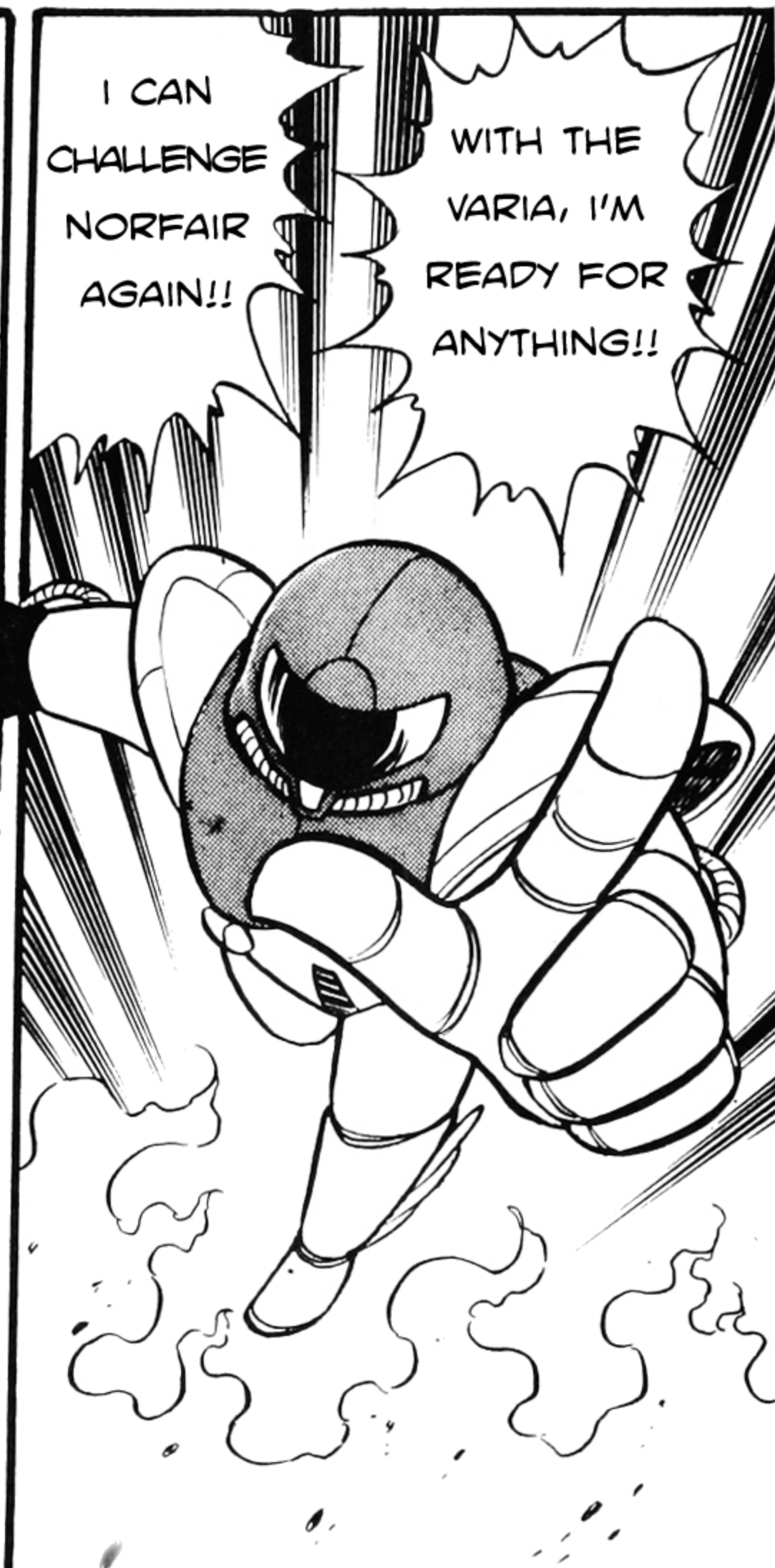
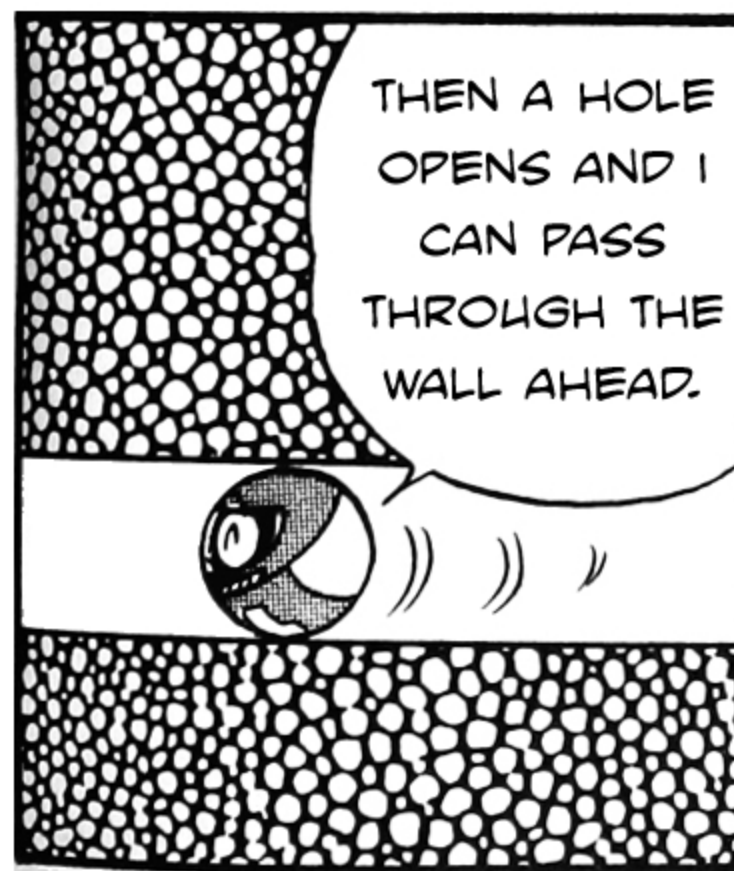
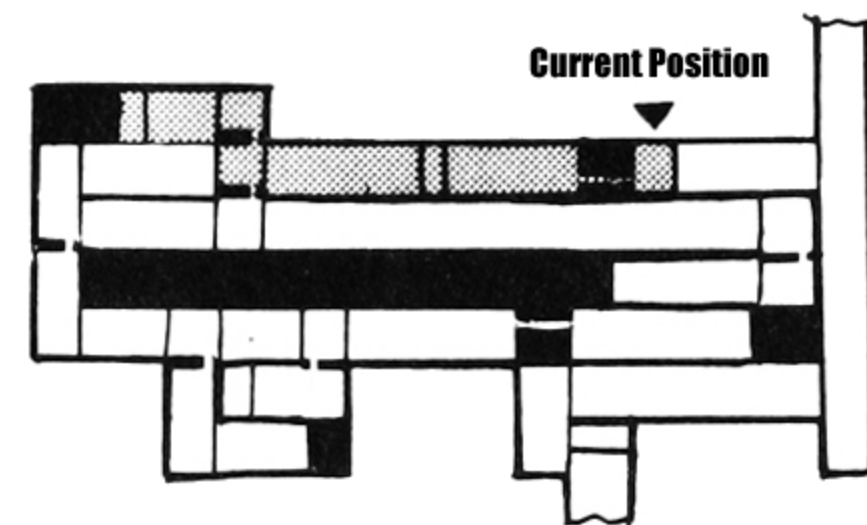


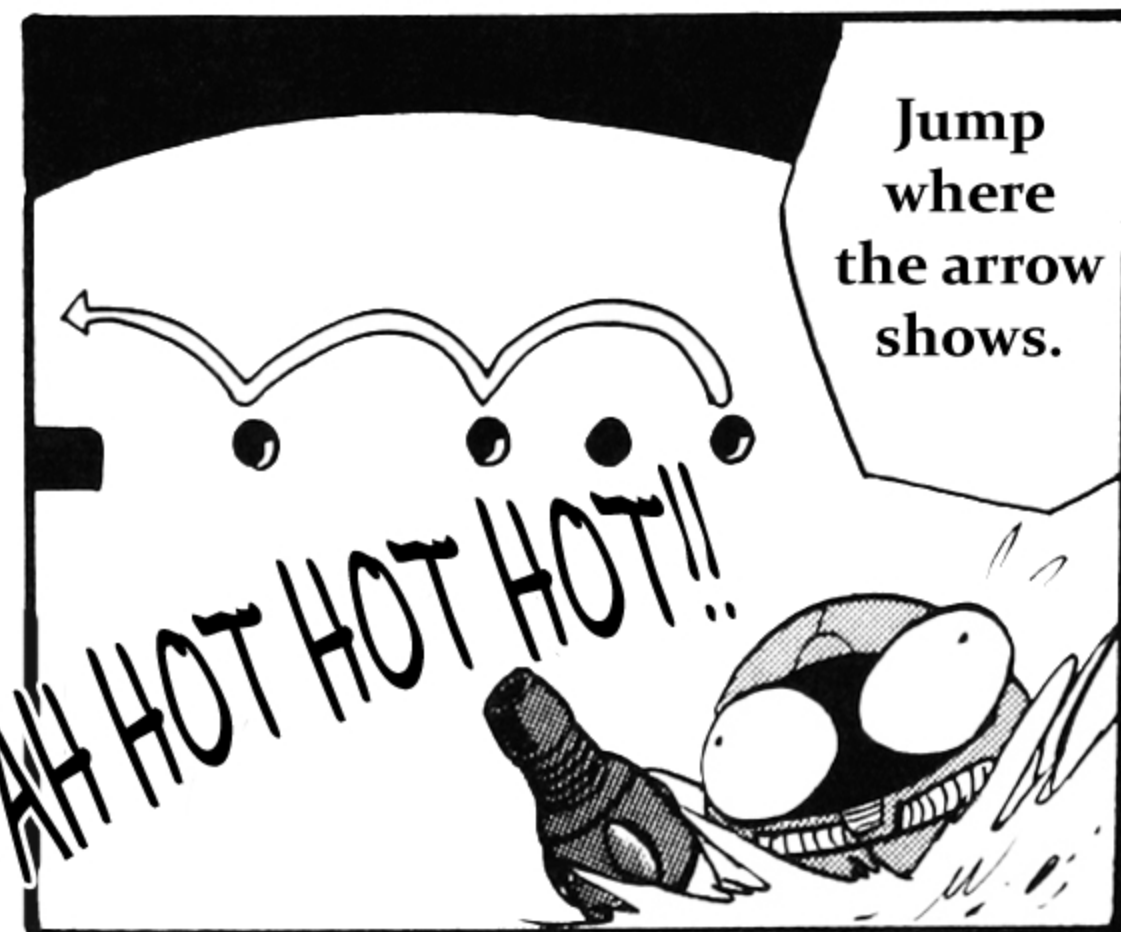
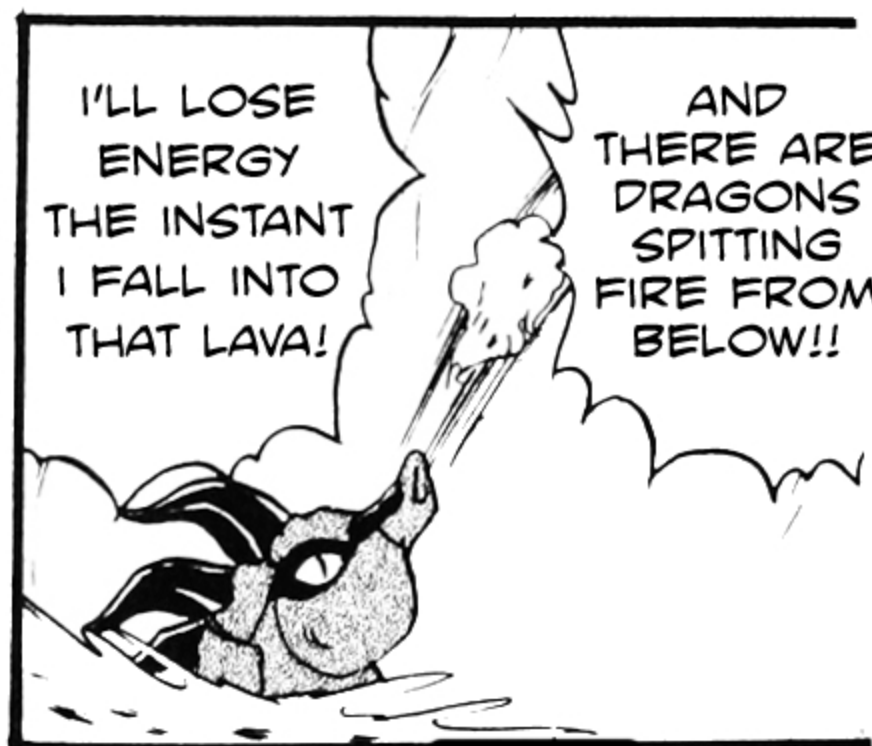
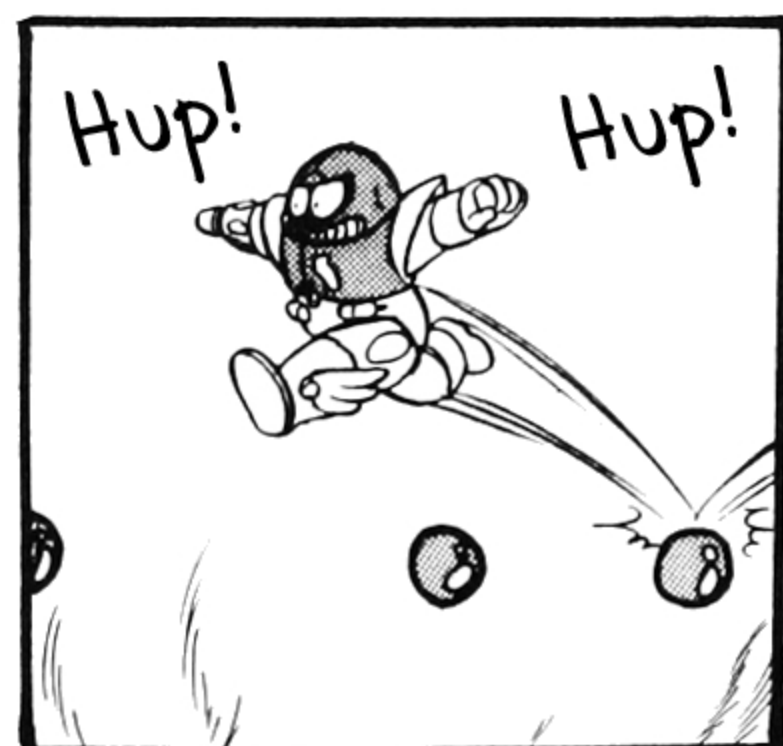
WHOLE MAP OF NORFAIR



NORFAIR 3

MAP B





BZZZ

HM!?

THANKS
TO THEM,
MY FACE
IS A MESS.

POLYPS
CAME OUT
OF THE
VENT.

I SURE
LOST A
LOT OF
ENERGY...

GEEZ...
THAT WAS
HORRIBLE.

BOOM BOING

**AUGH!!
THIS TIME
IT'S A
GAMET
ATTACK!!**

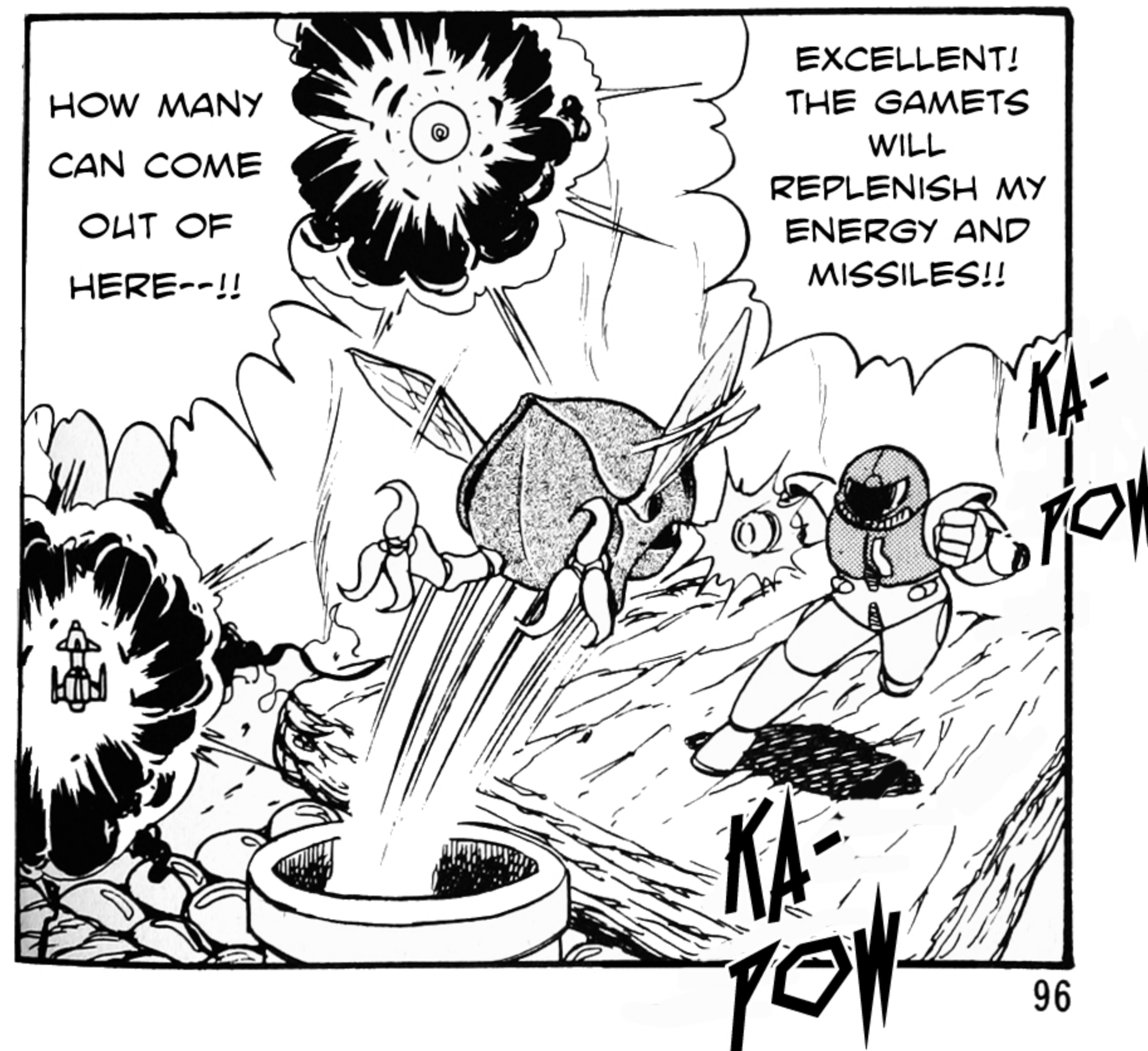
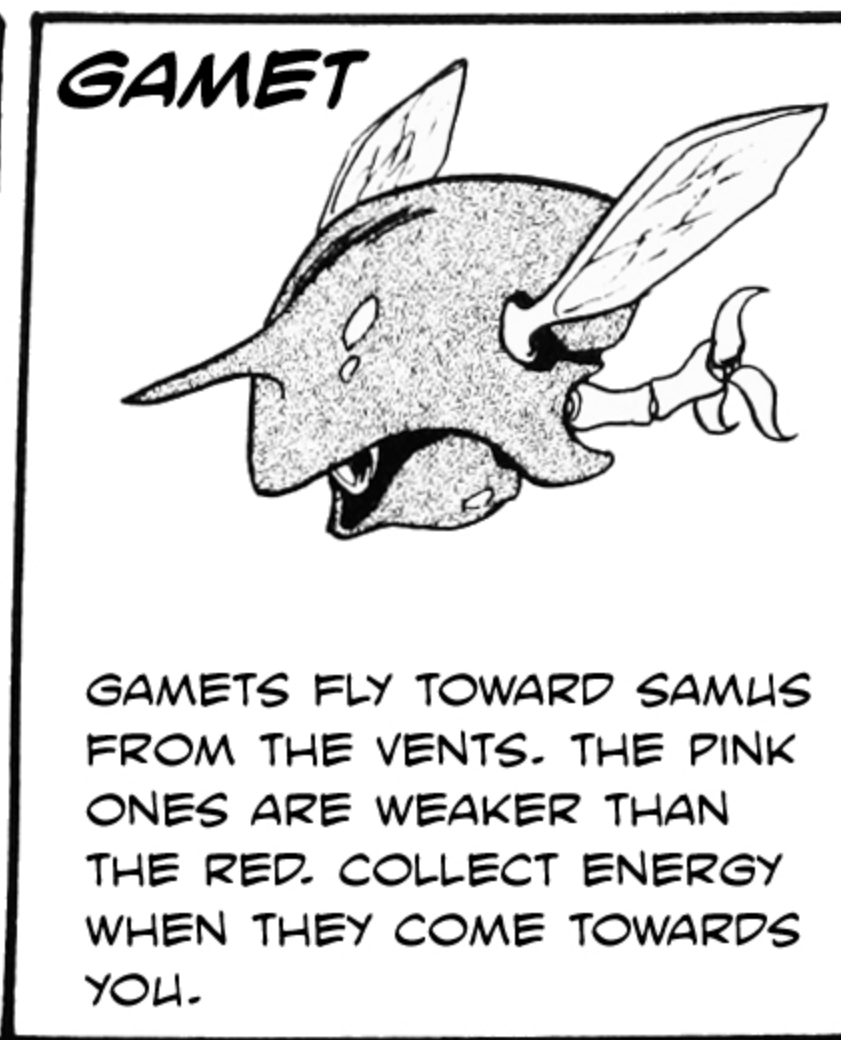
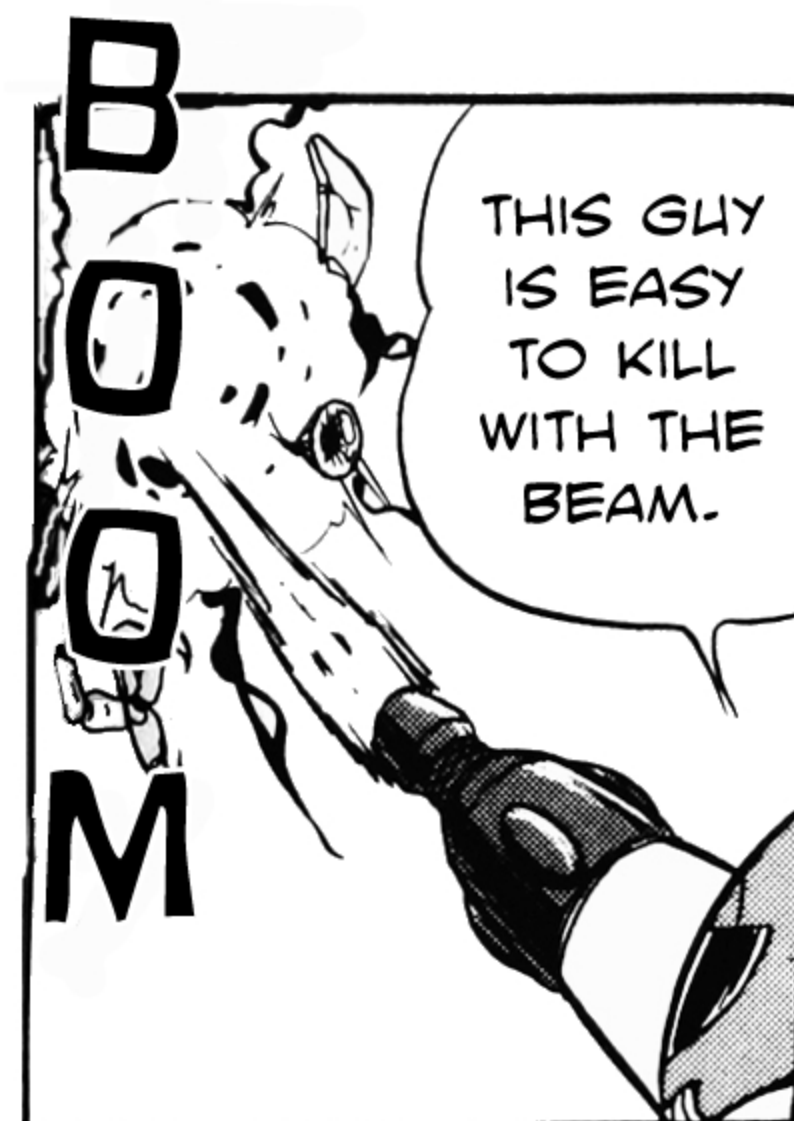
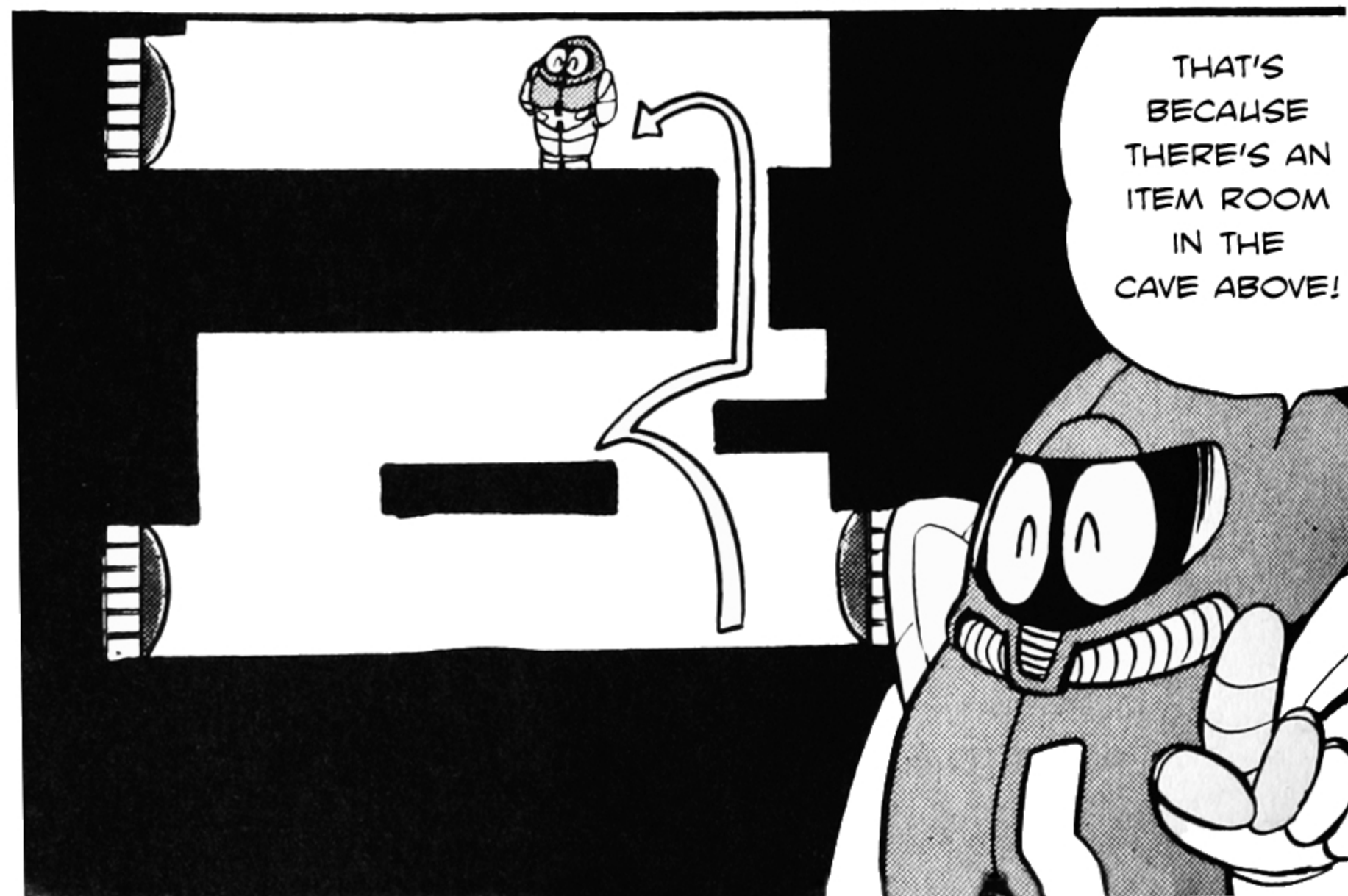
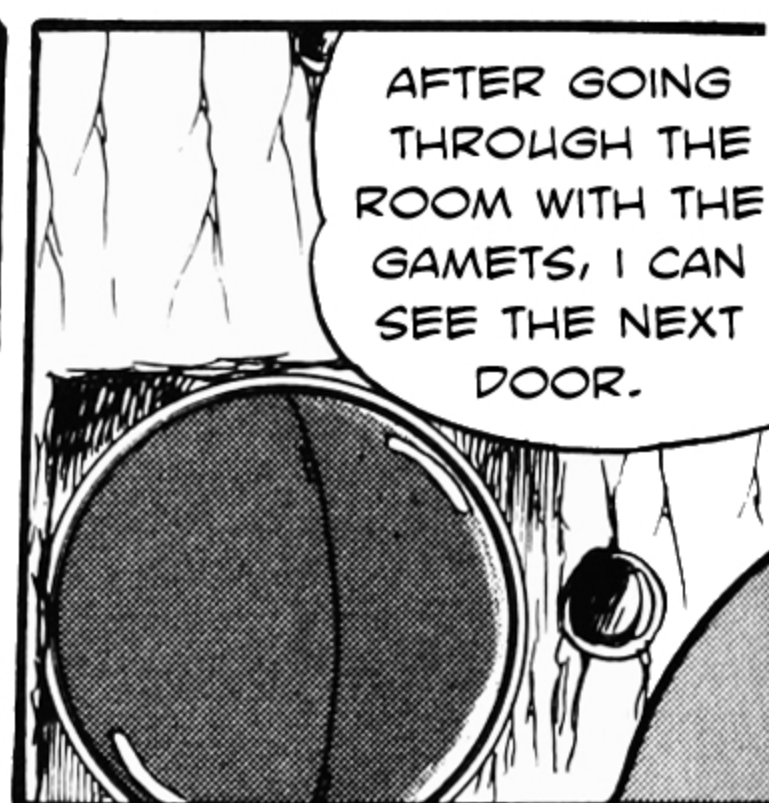
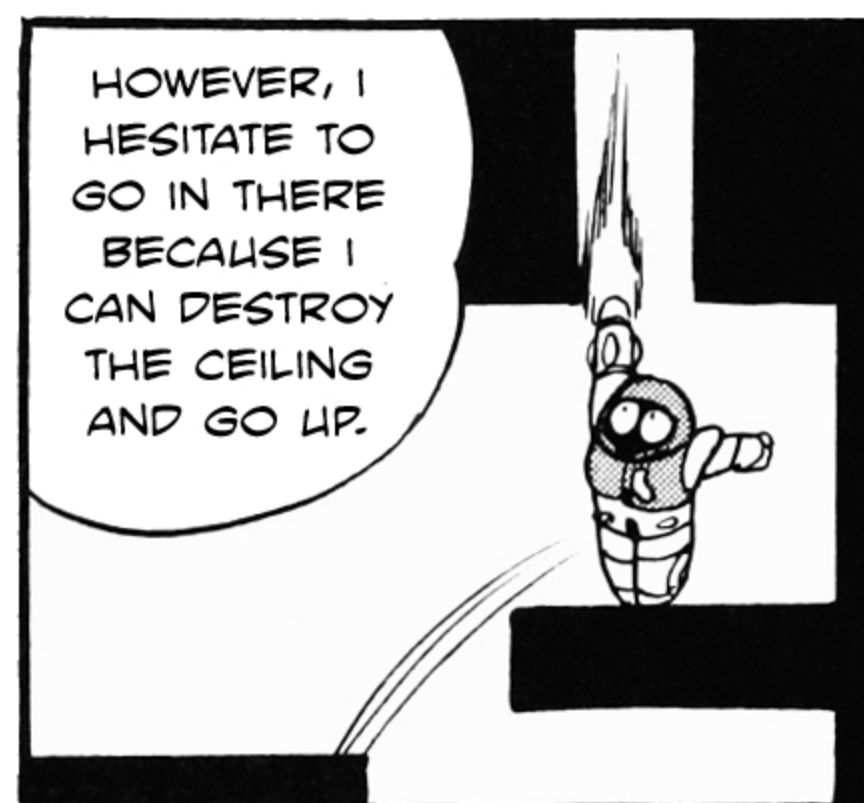
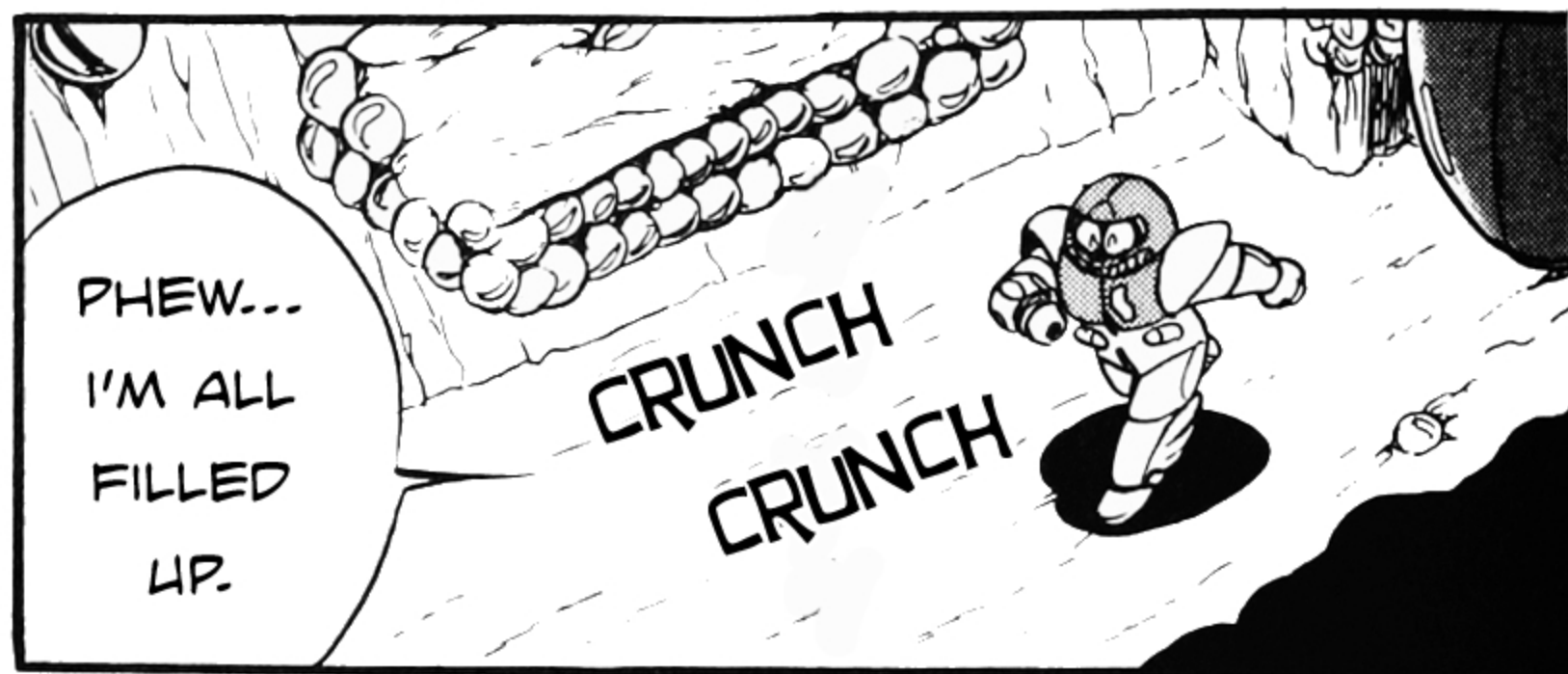
BONK BONK BONK

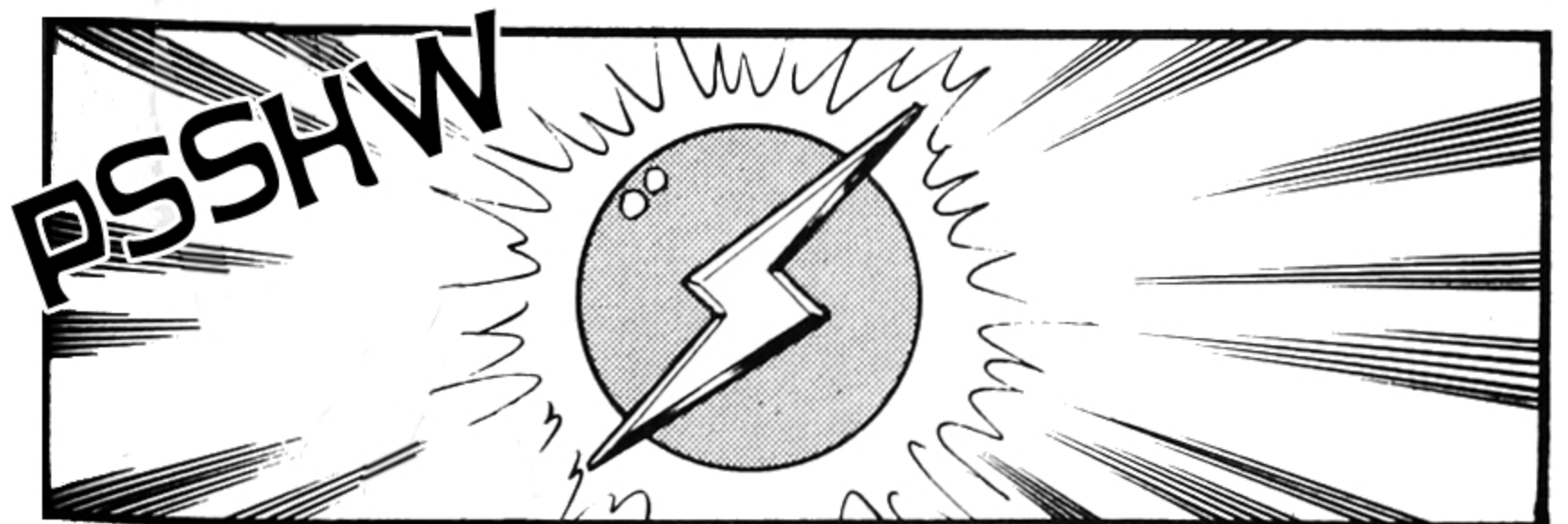
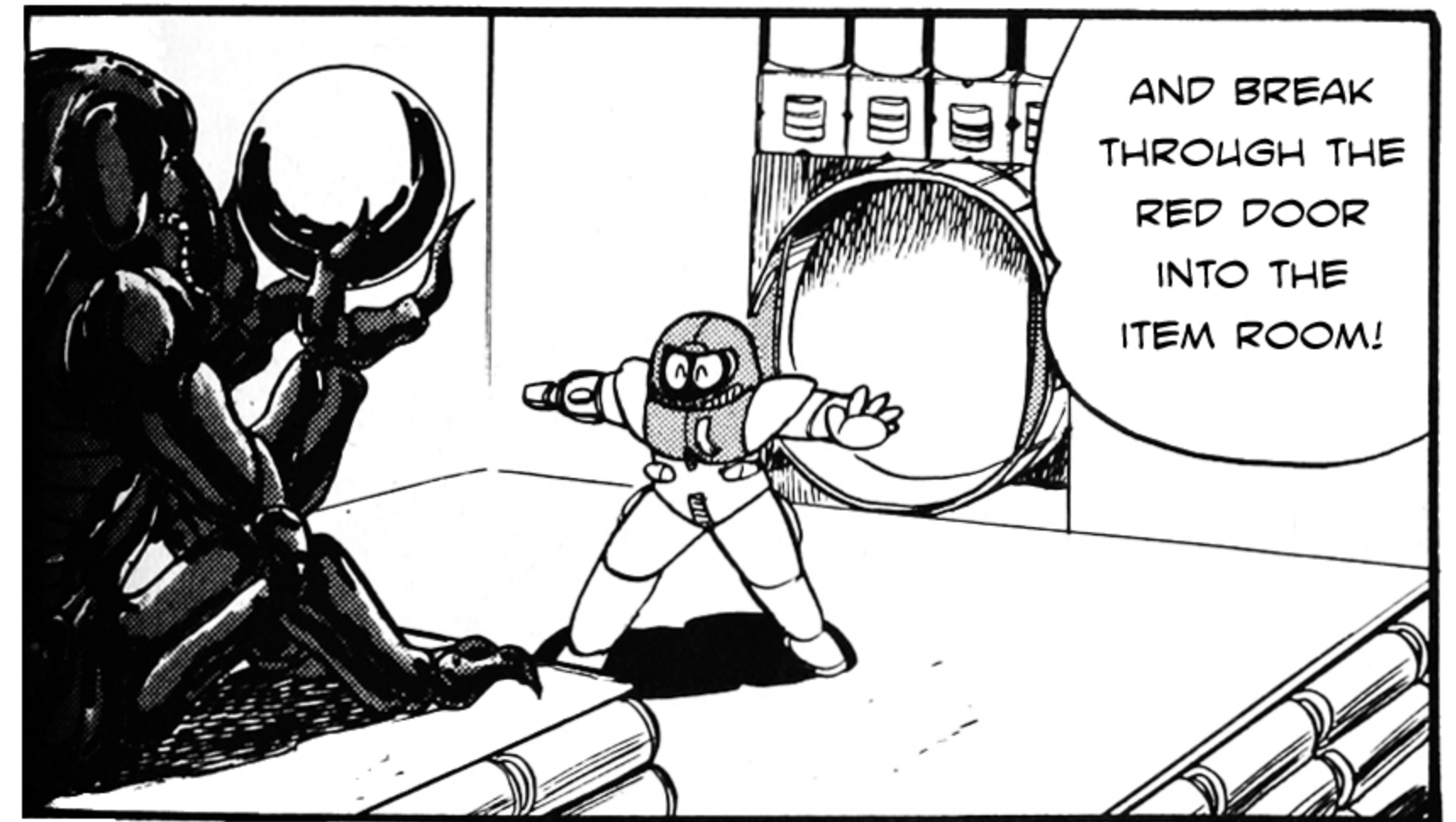
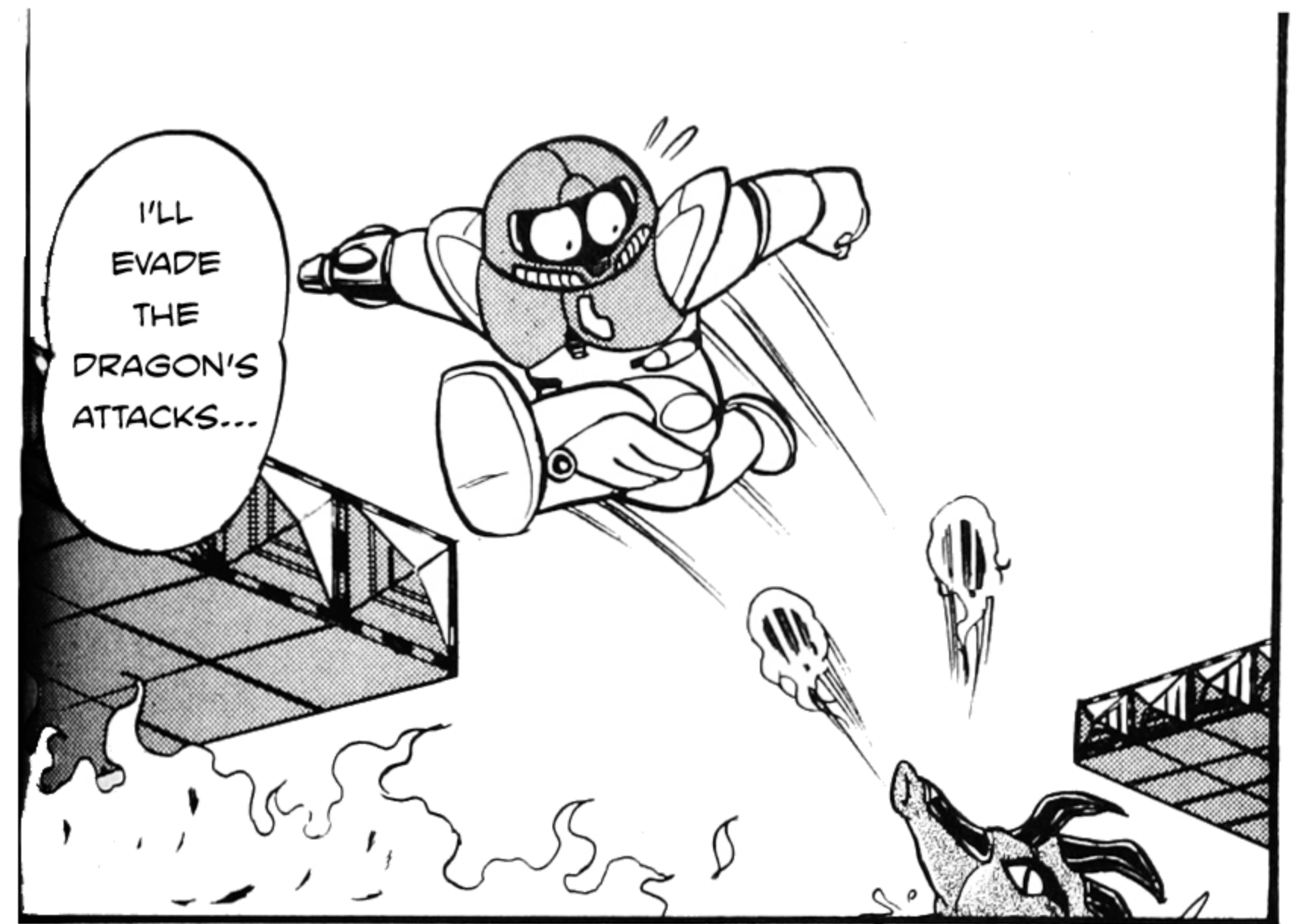
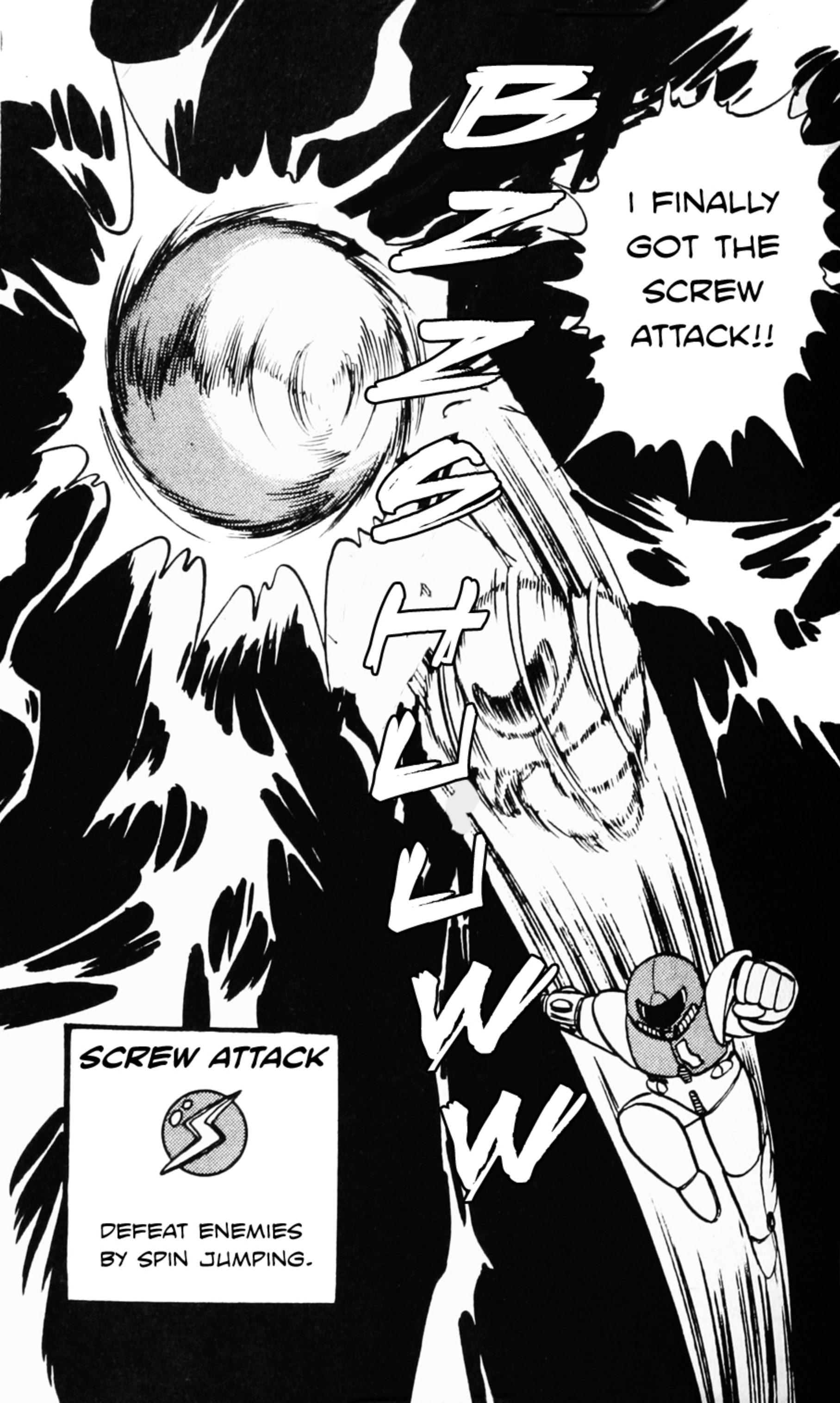
OH!? I'VE
NEVER SEEN
A VENT LIKE
THIS ONE.

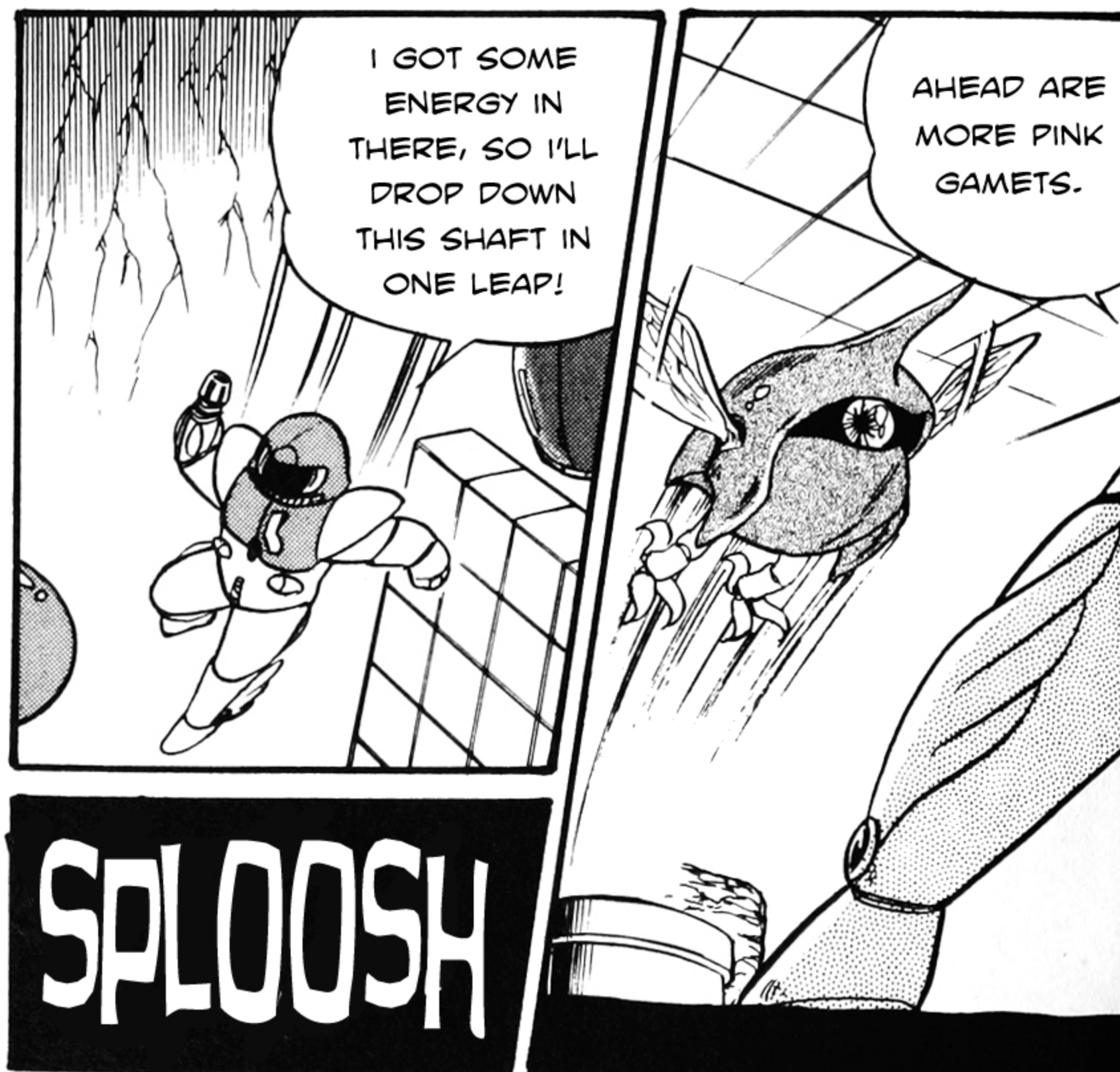
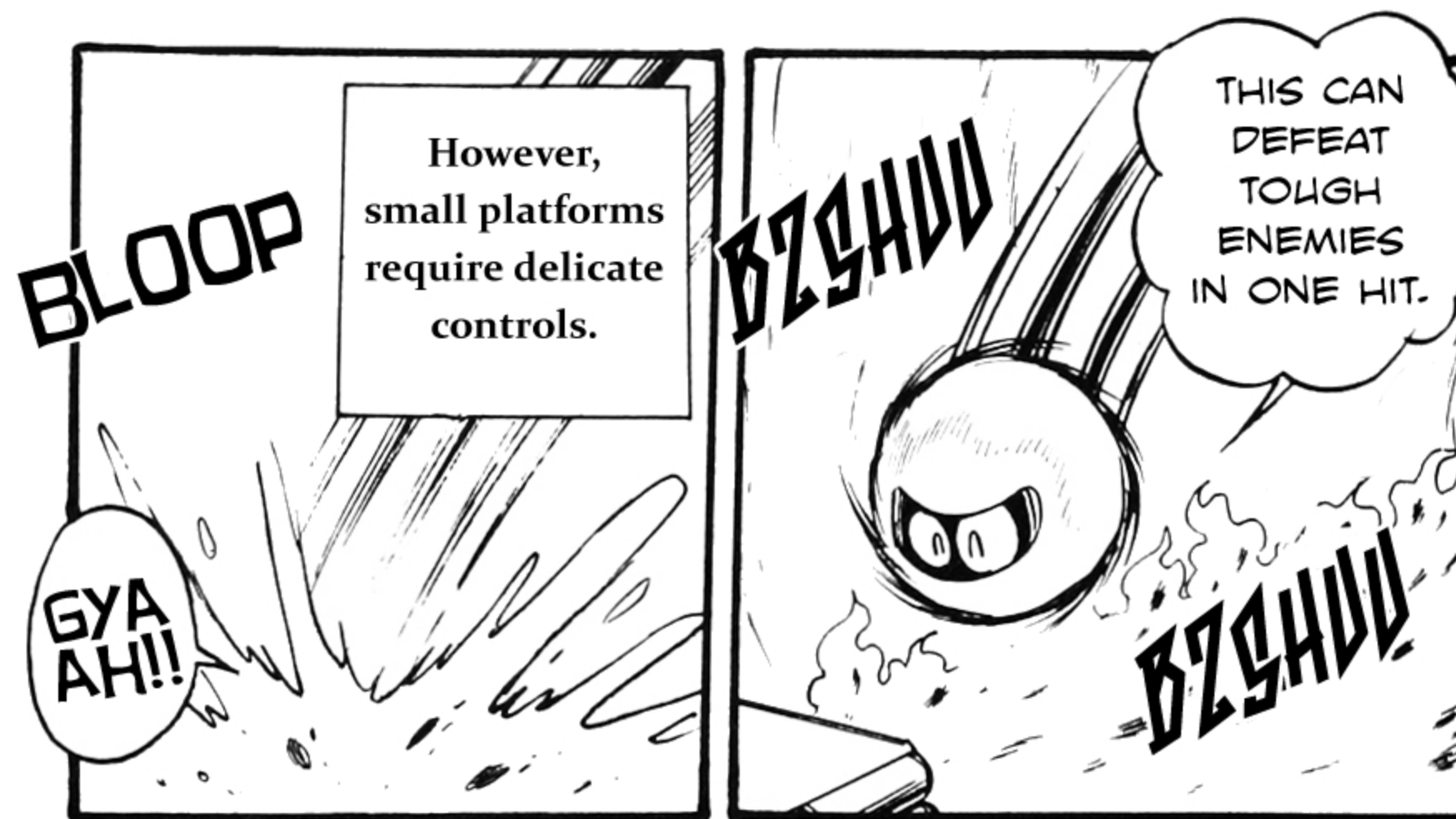
POLYP

POISONOUS LAVA FLIES
OUT OF THIS VENT. BE
CAREFUL BECAUSE IT
WILL APPEAR SUDDENLY.

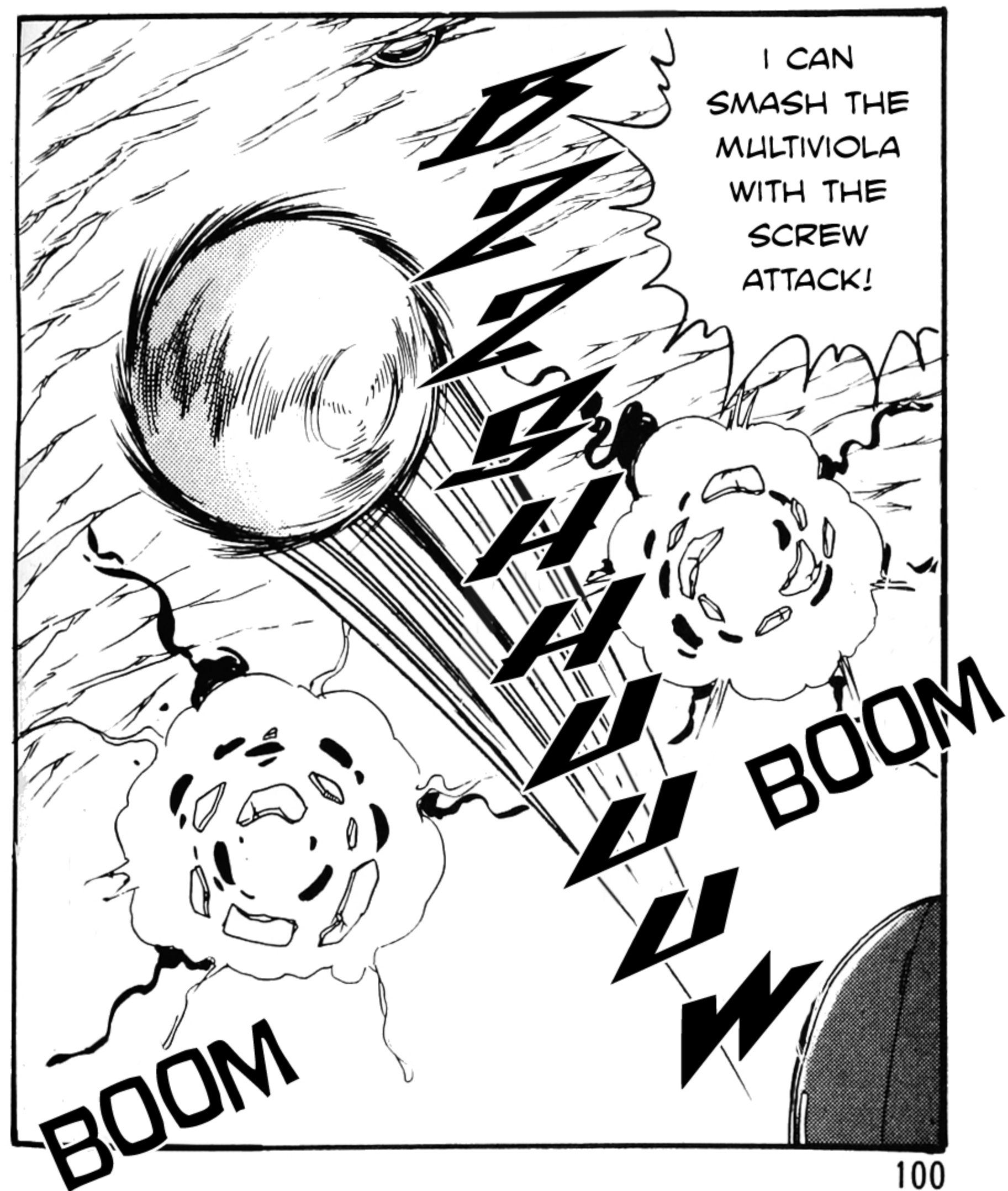
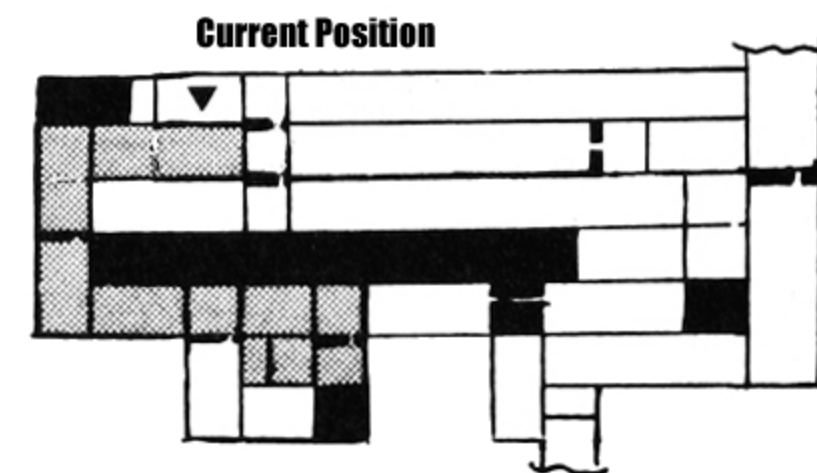
Perfect Strategy Guide 10

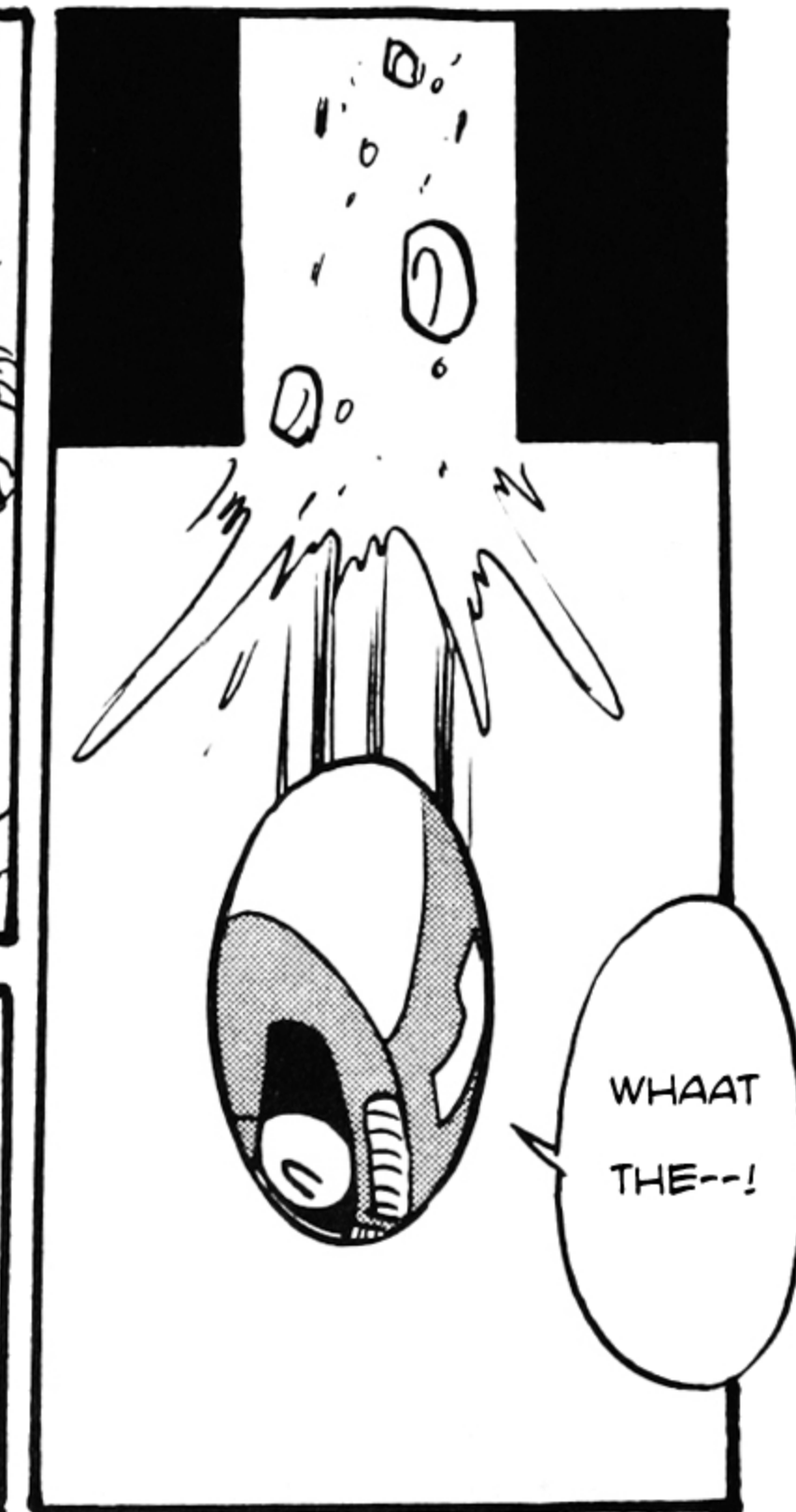
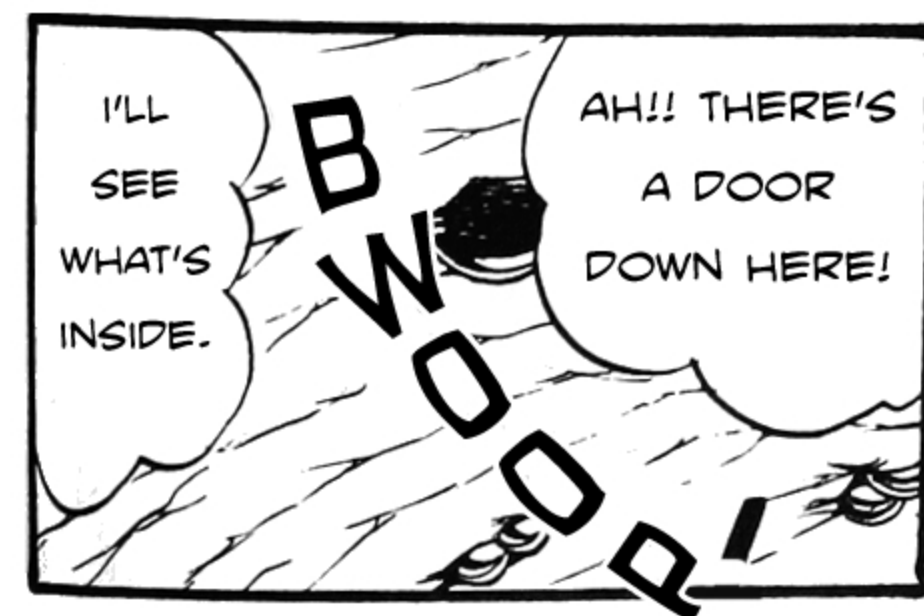
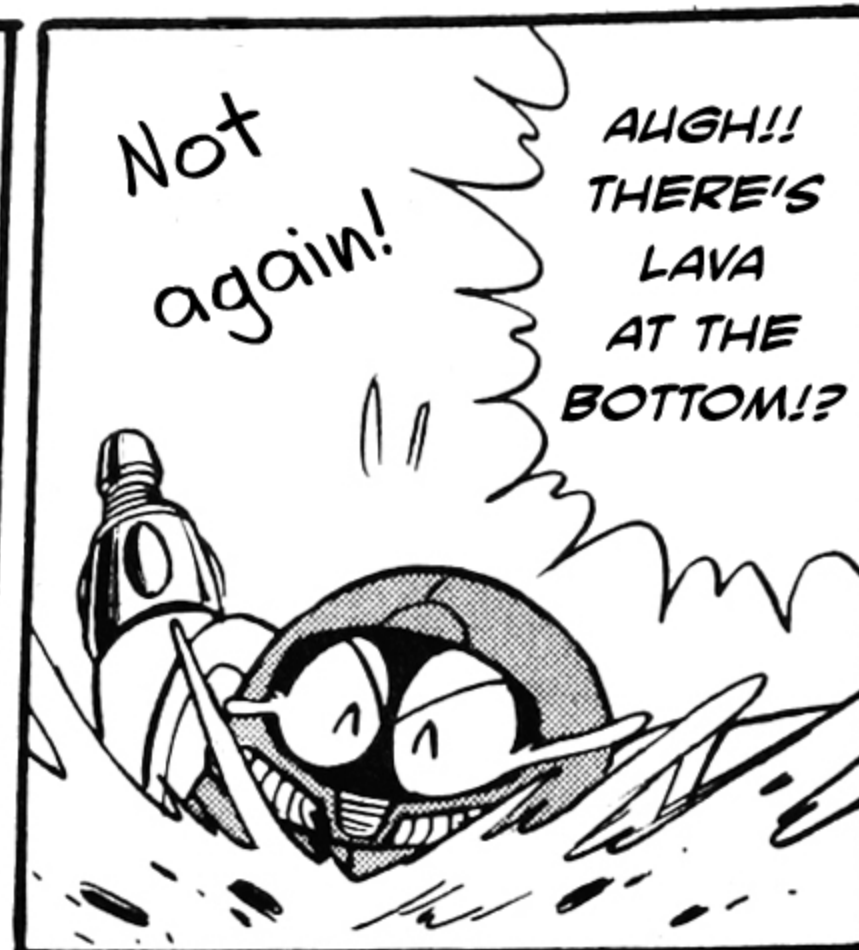
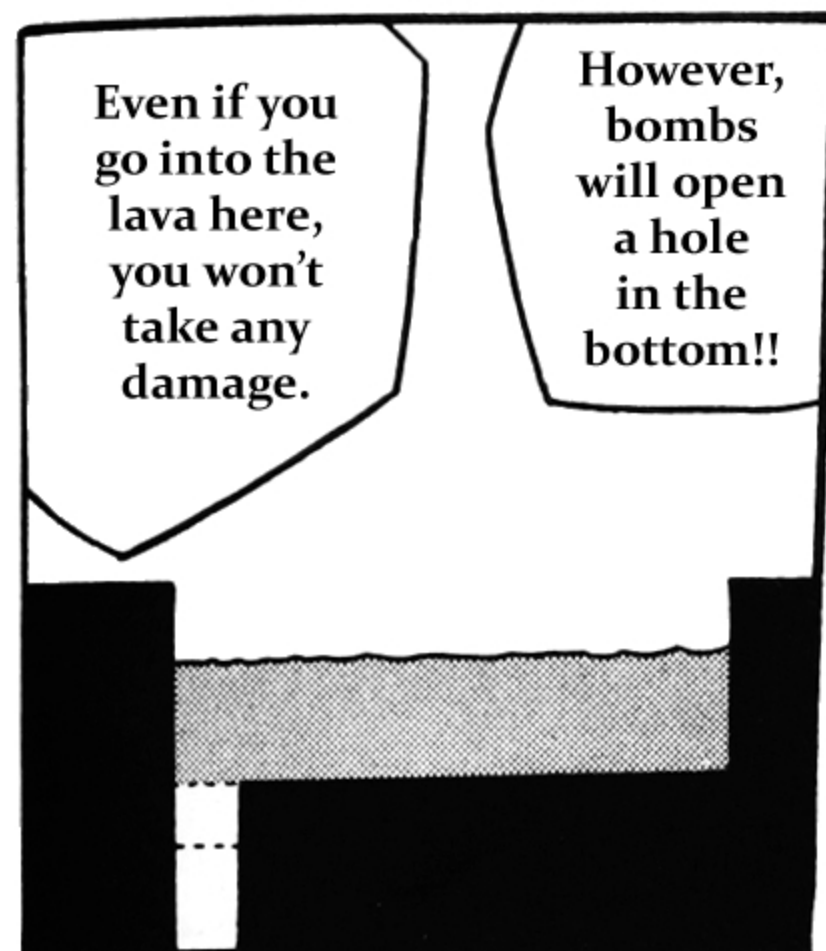
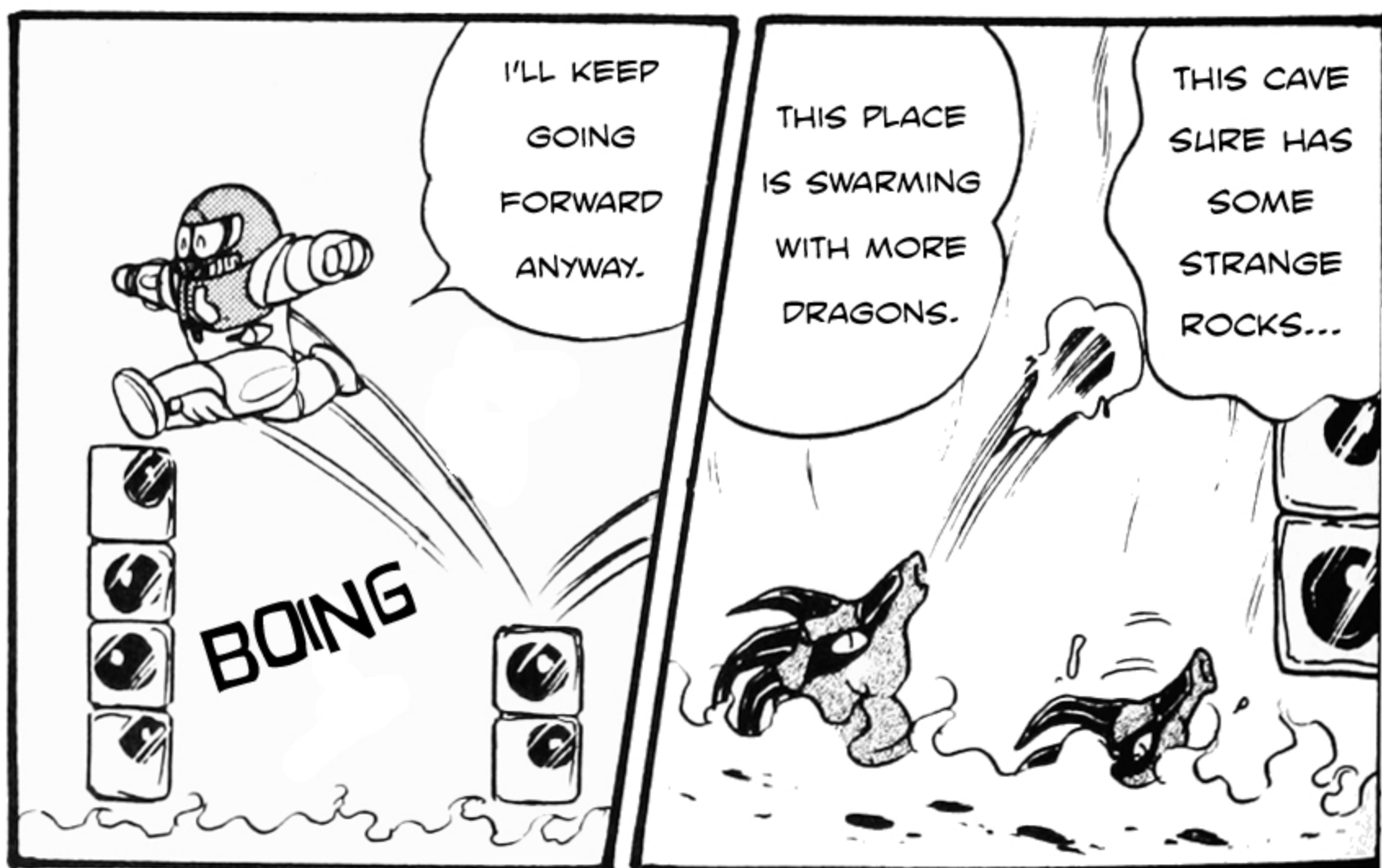
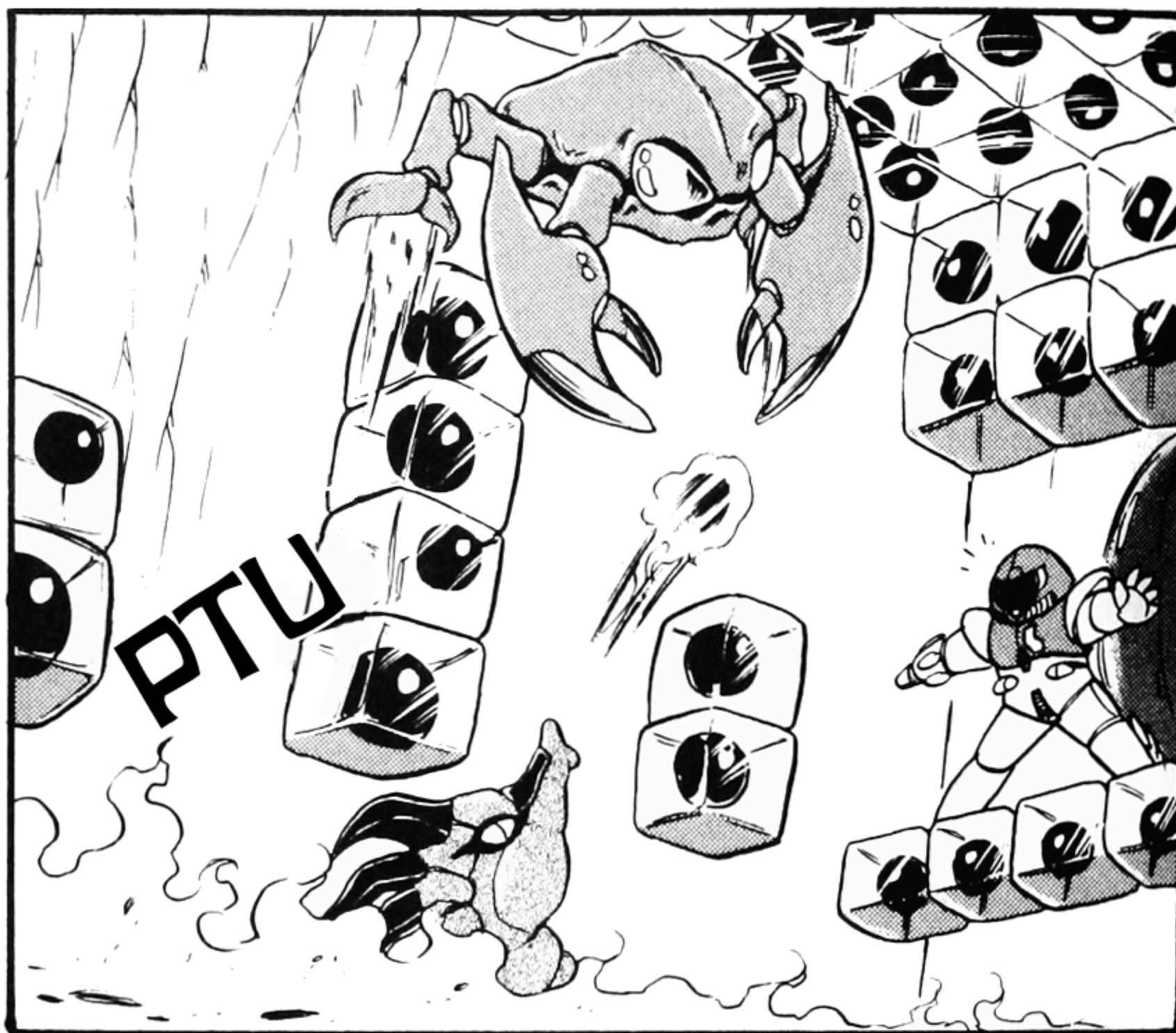




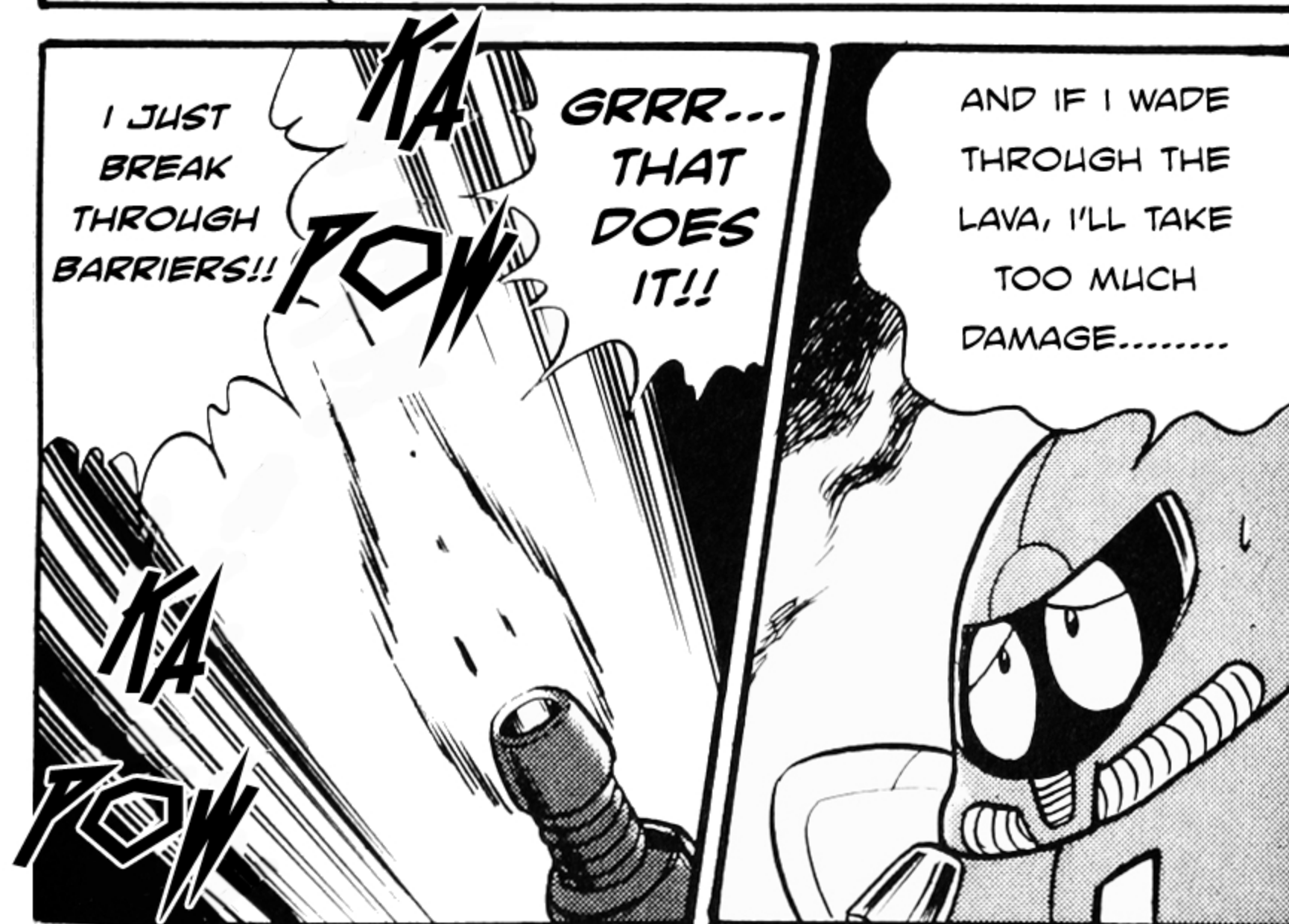
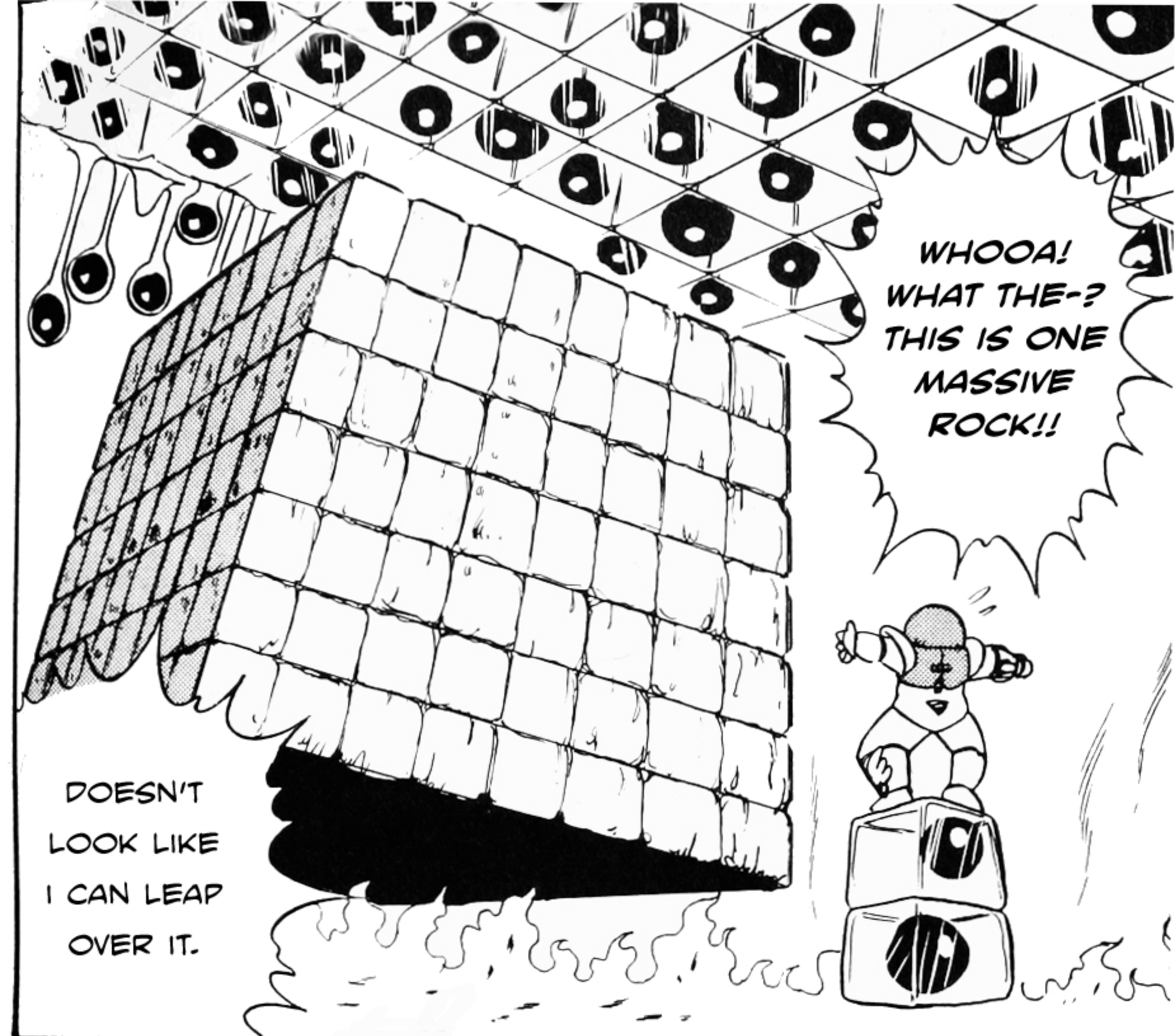
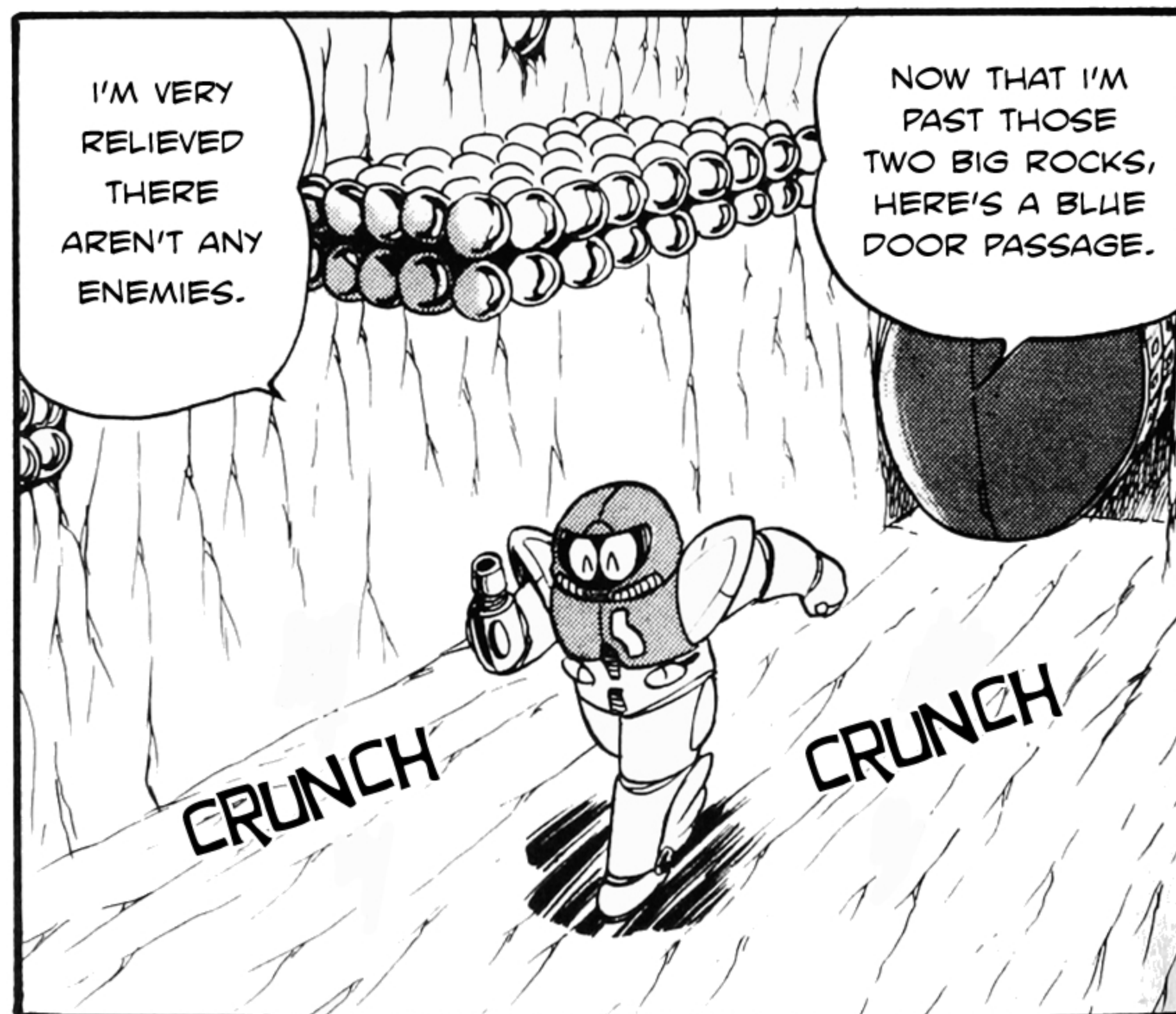
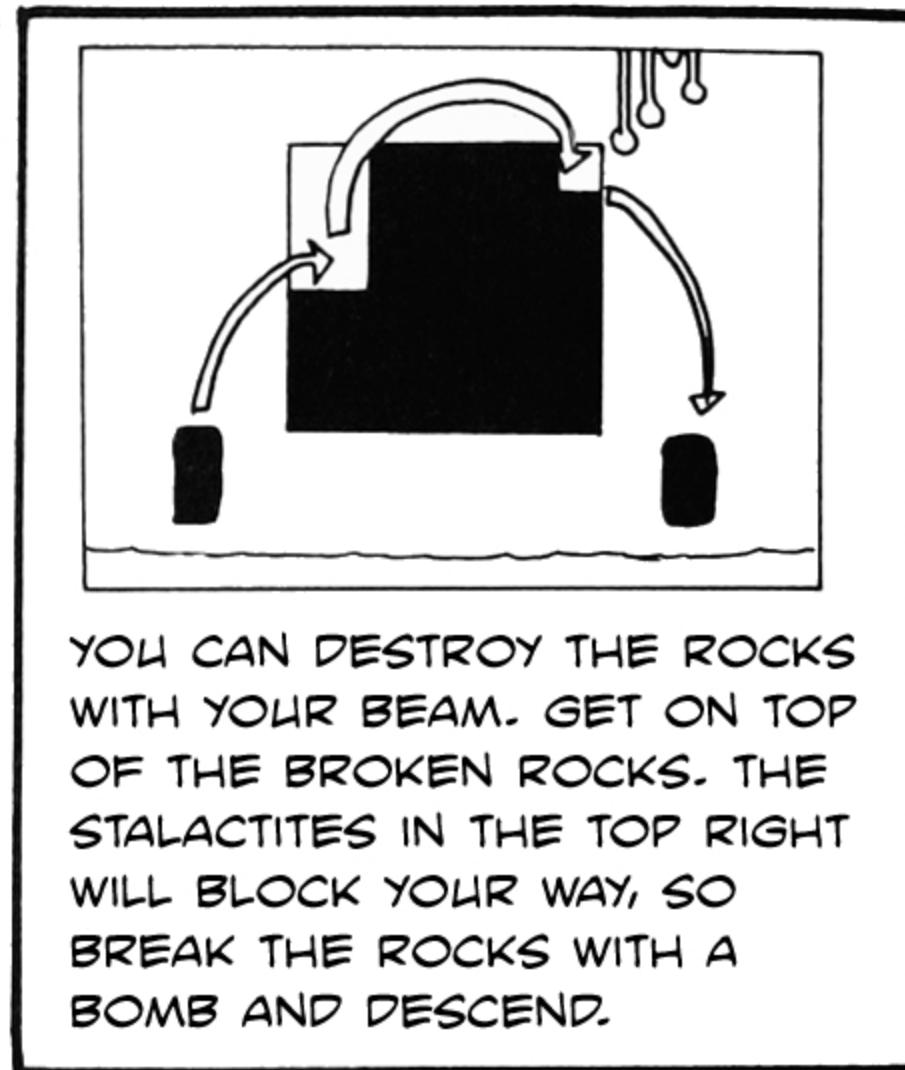
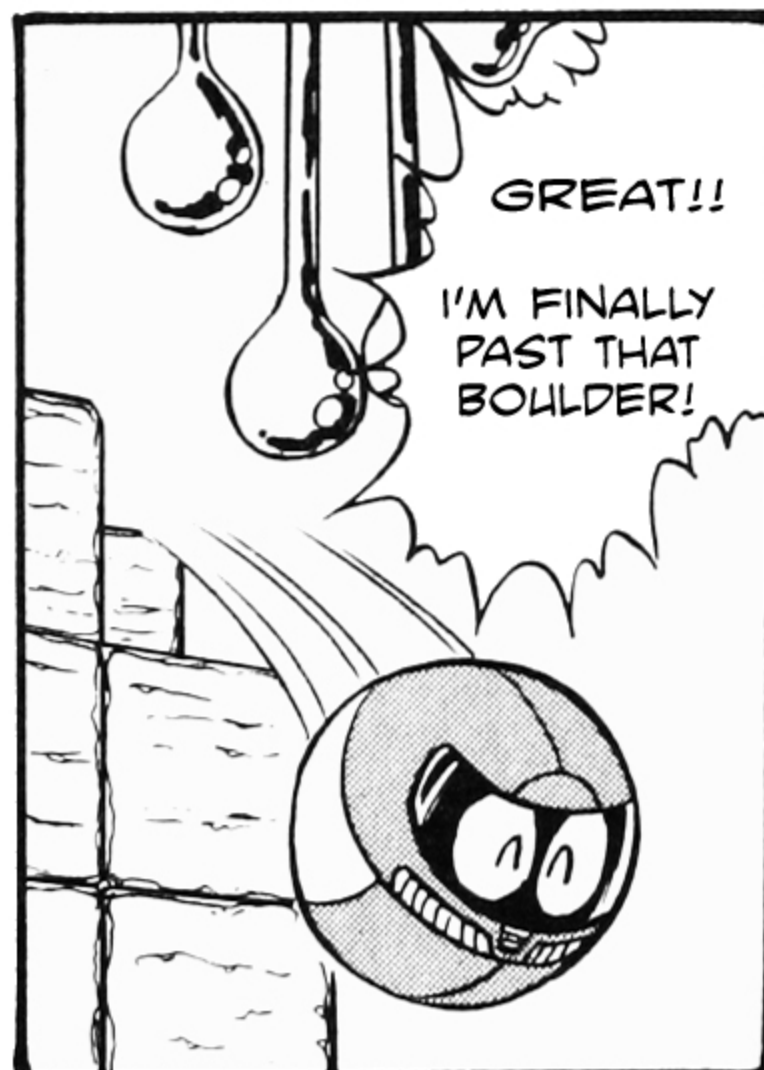


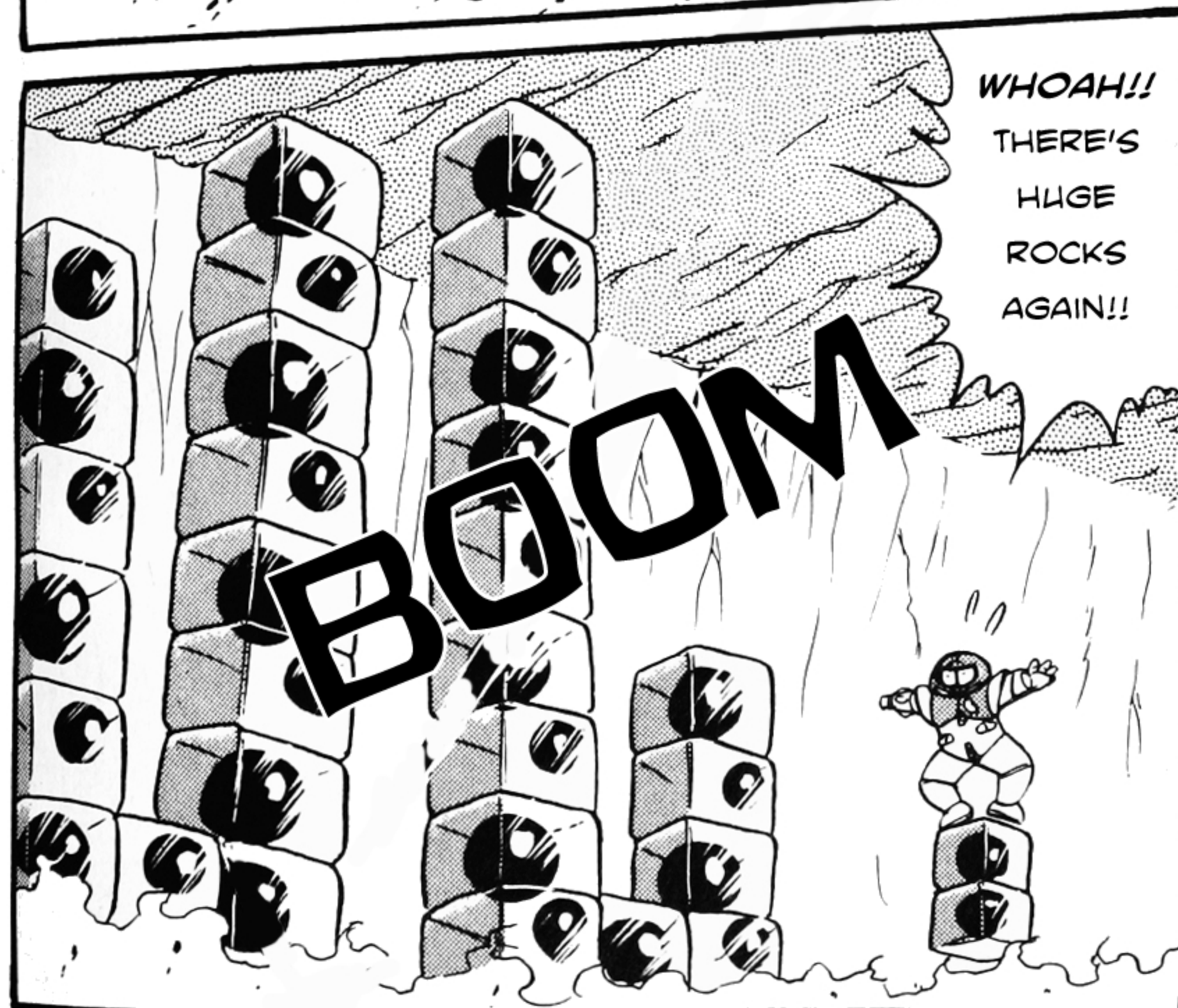
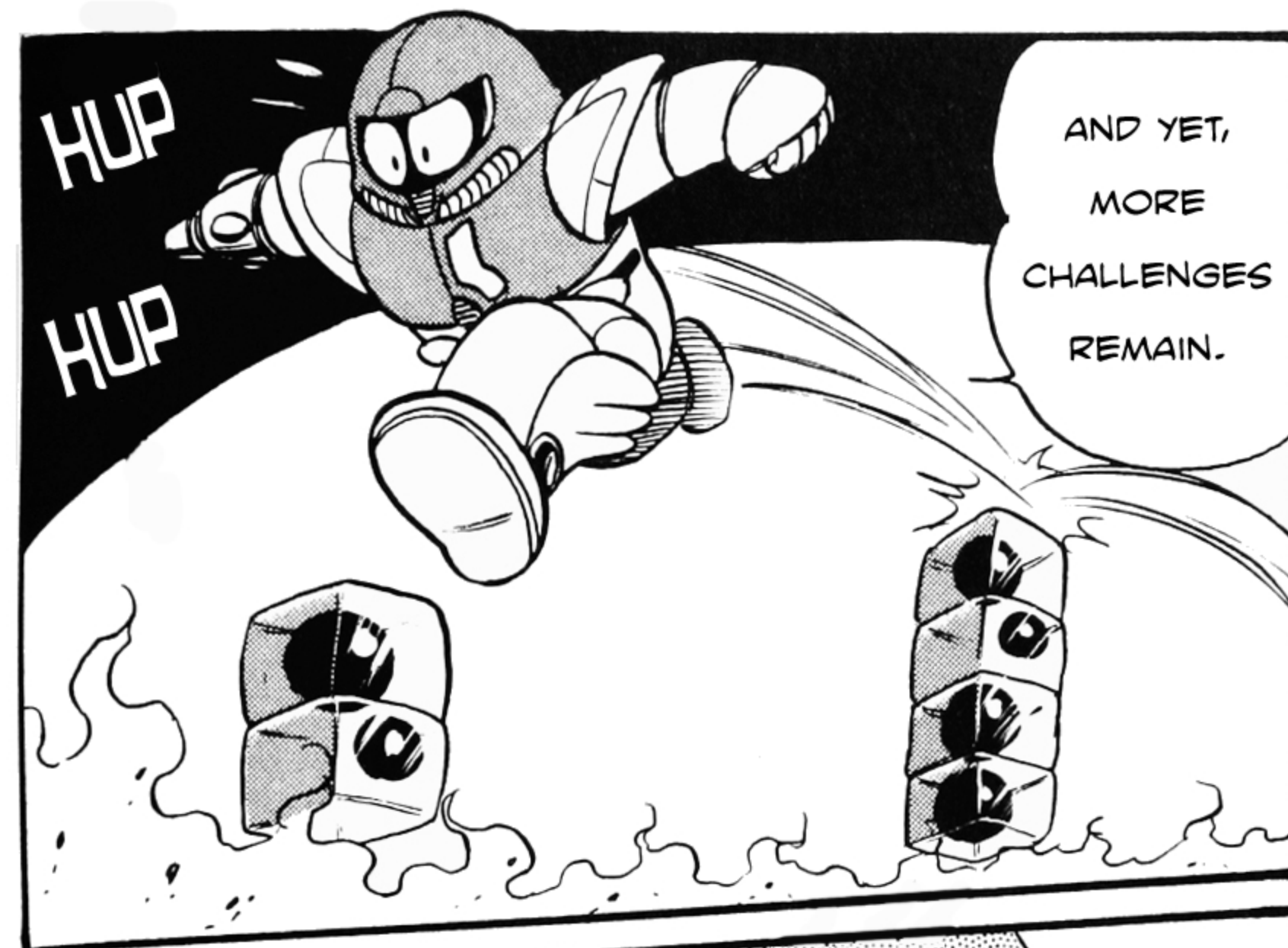
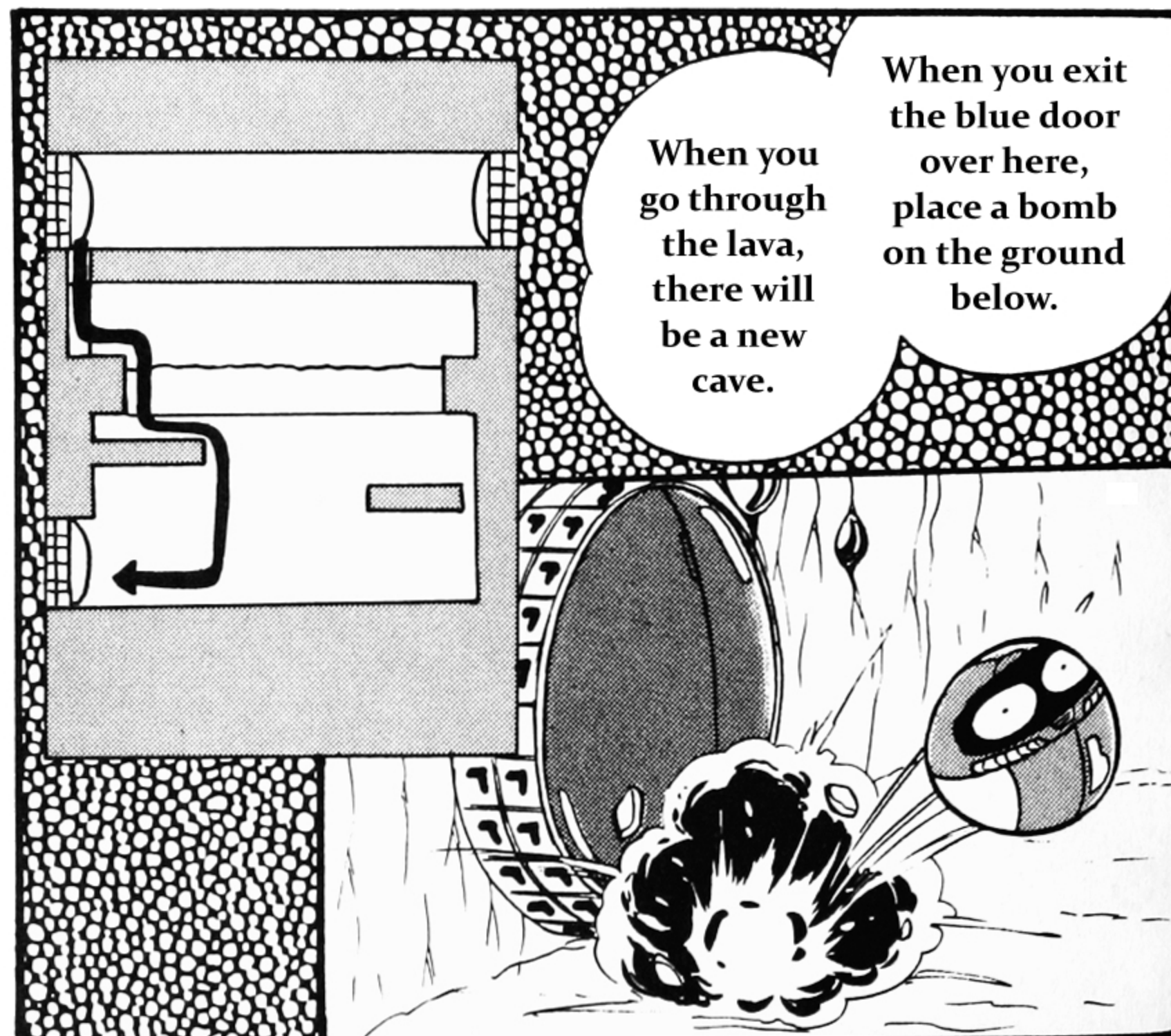
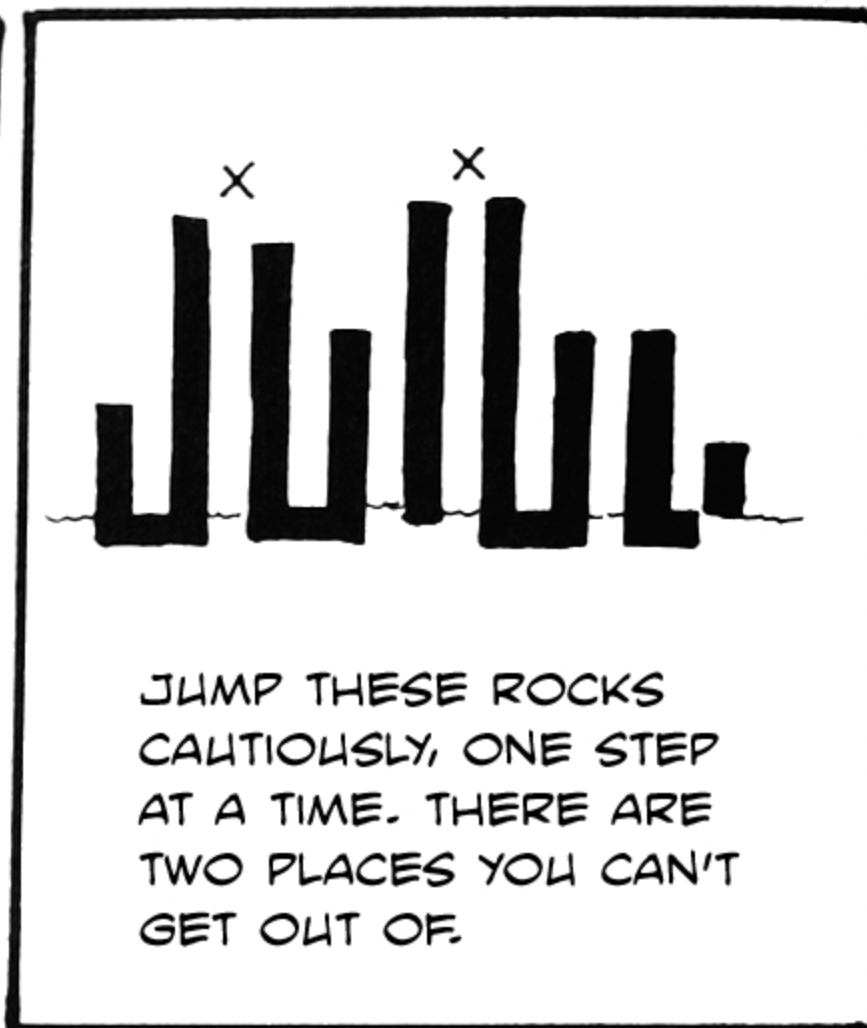
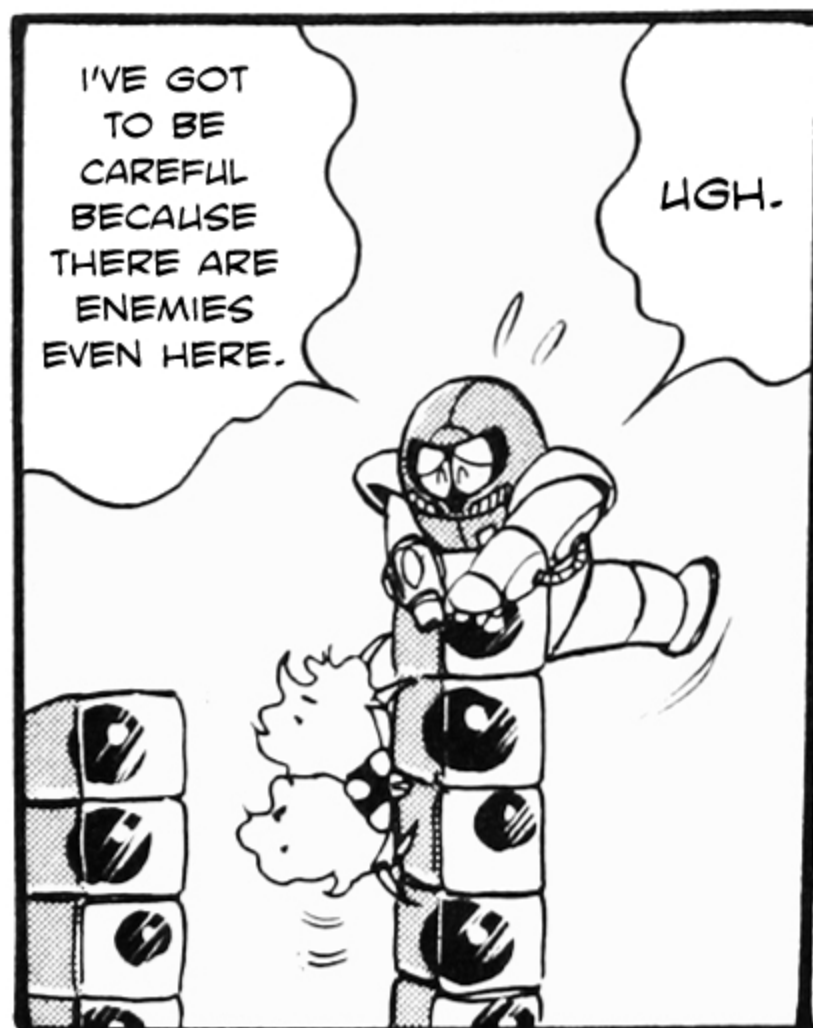
NORFAIR 4

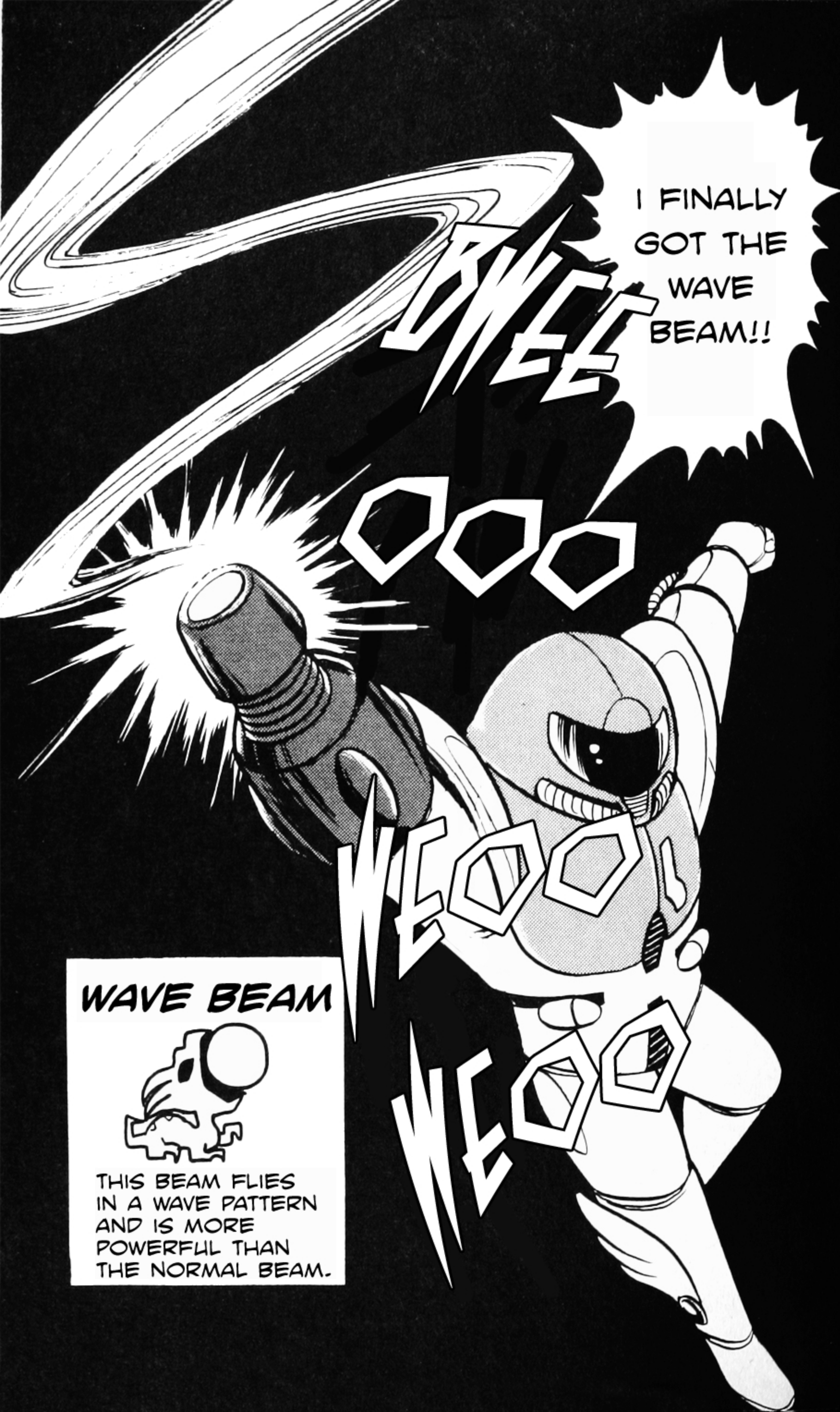




Perfect Strategy Guide 10





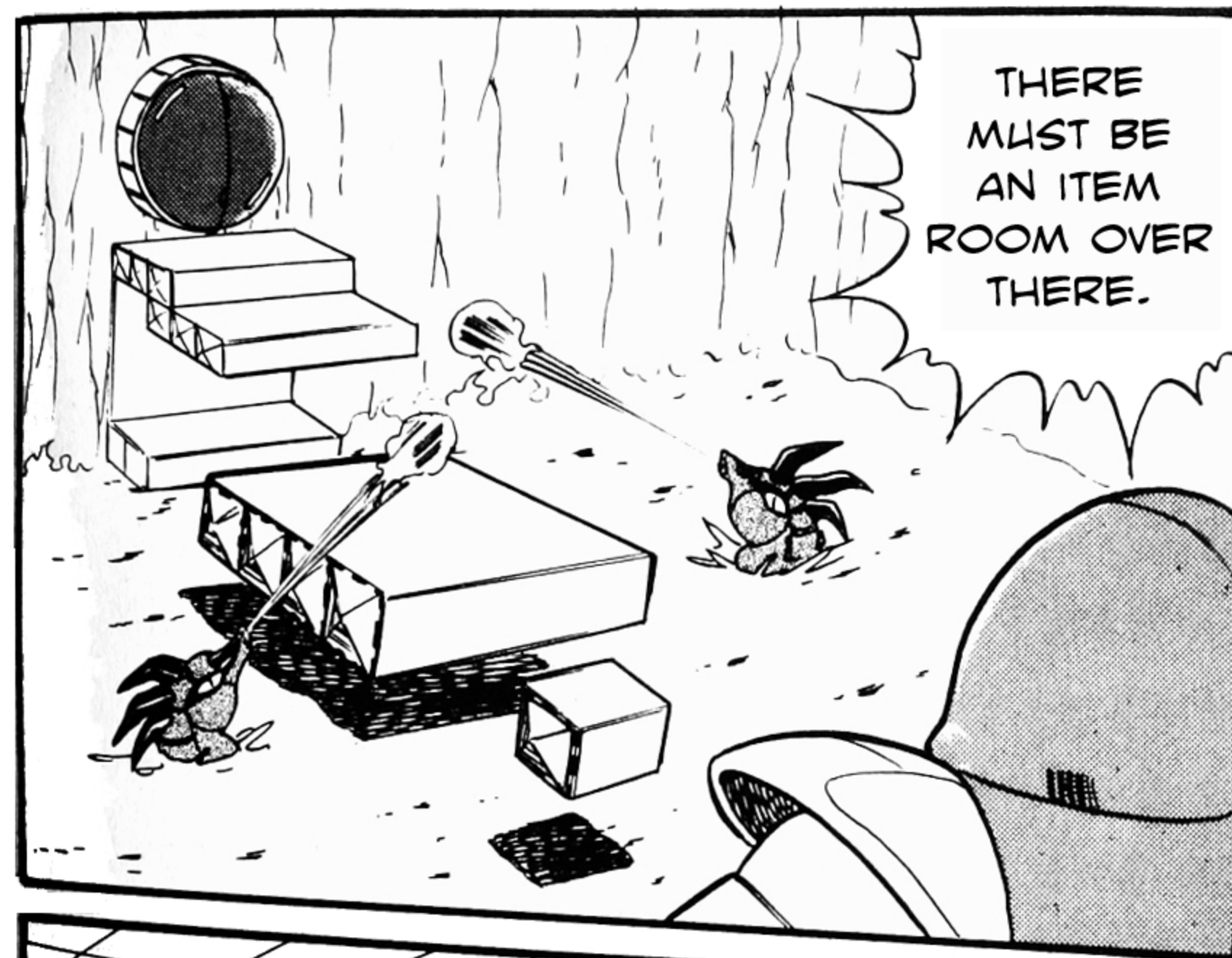


I FINALLY
GOT THE
WAVE
BEAM!!

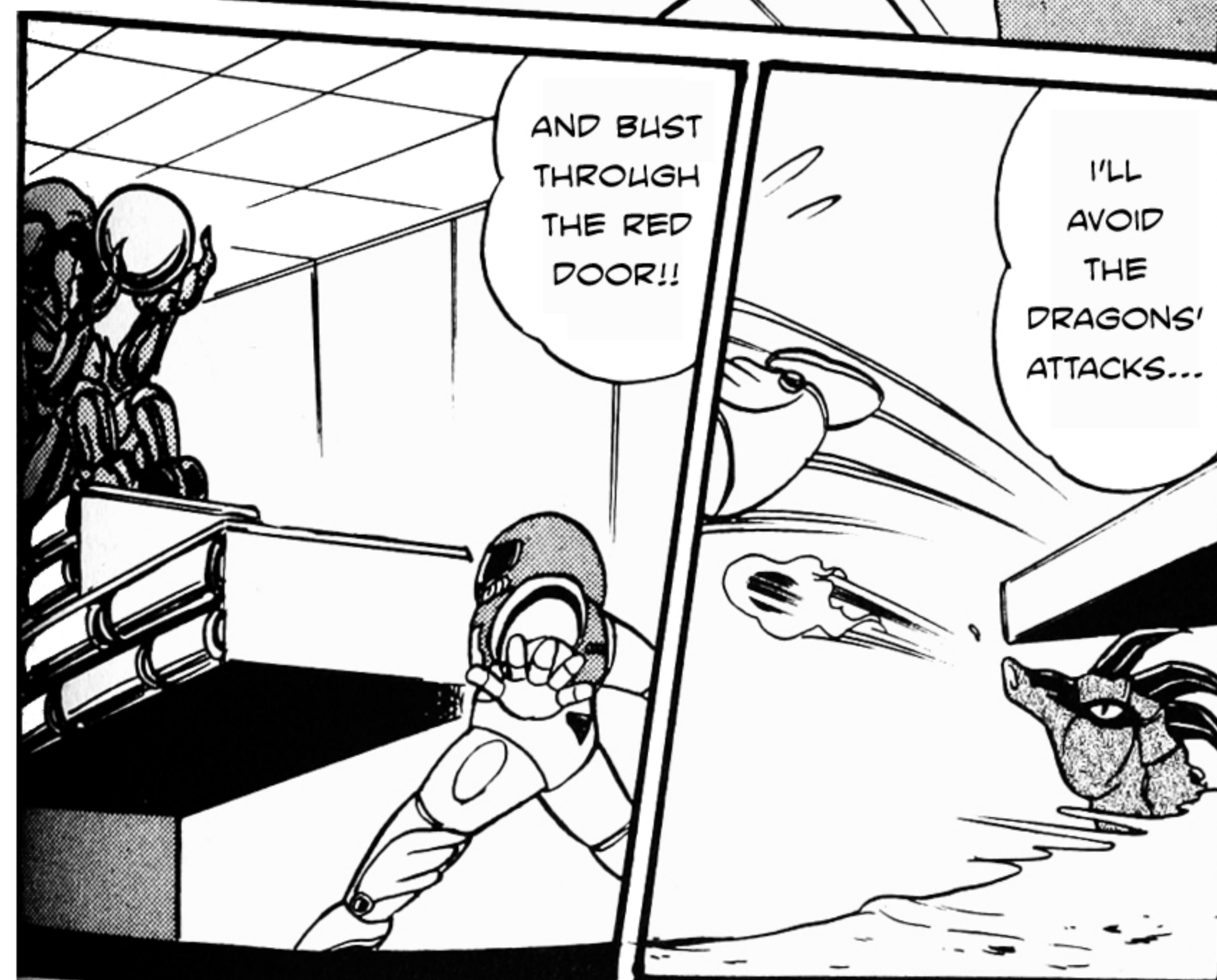
WAVE BEAM



THIS BEAM FLIES
IN A WAVE PATTERN
AND IS MORE
POWERFUL THAN
THE NORMAL BEAM.

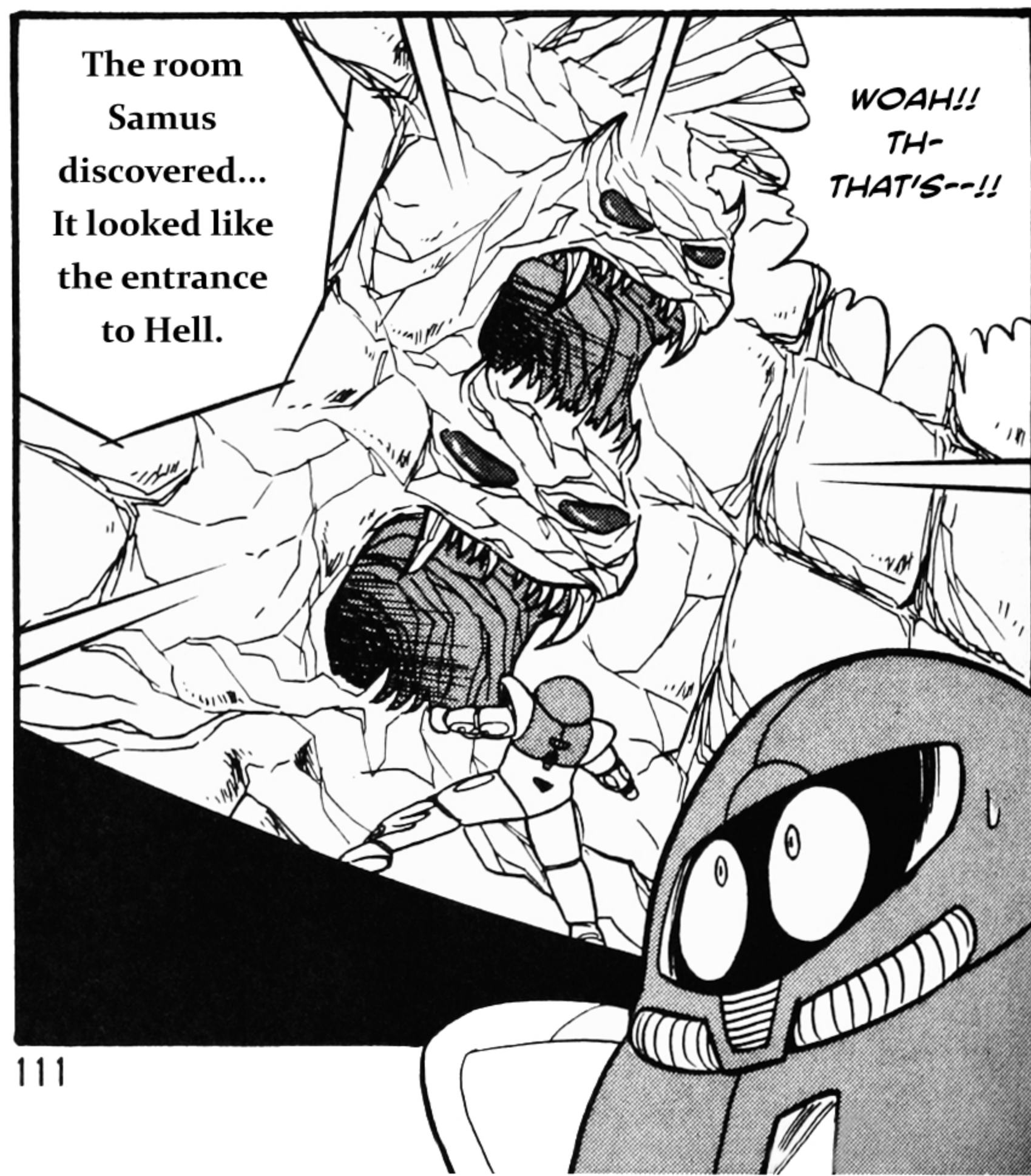
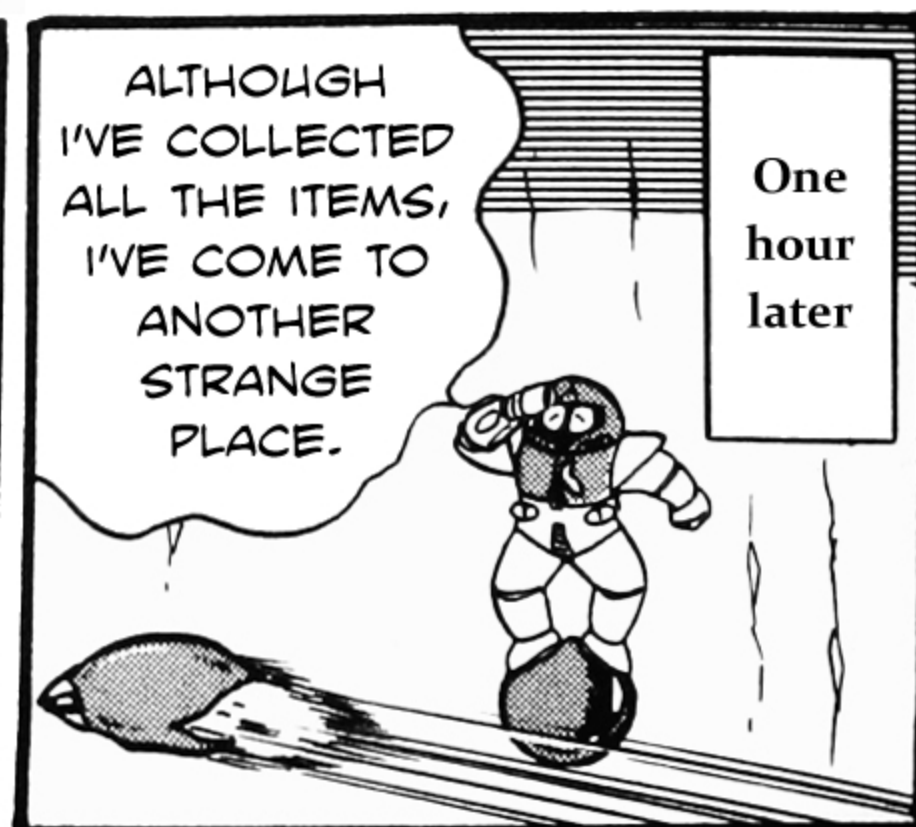
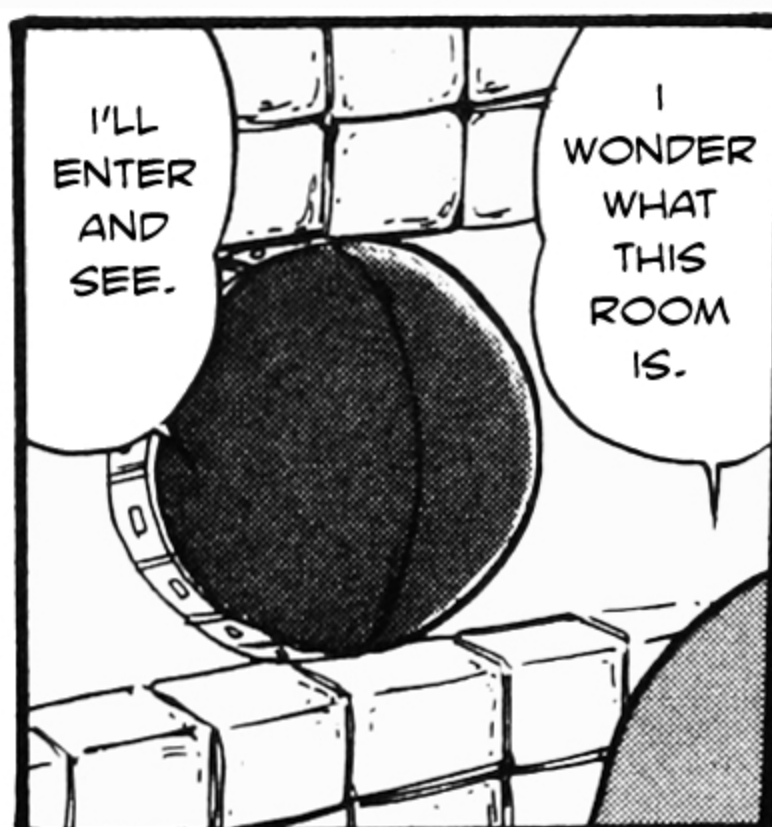


THERE
MUST BE
AN ITEM
ROOM OVER
THERE.










AND BUST
THROUGH
THE RED
DOOR!!

I'LL
AVOID
THE
DRAGONS'
ATTACKS...

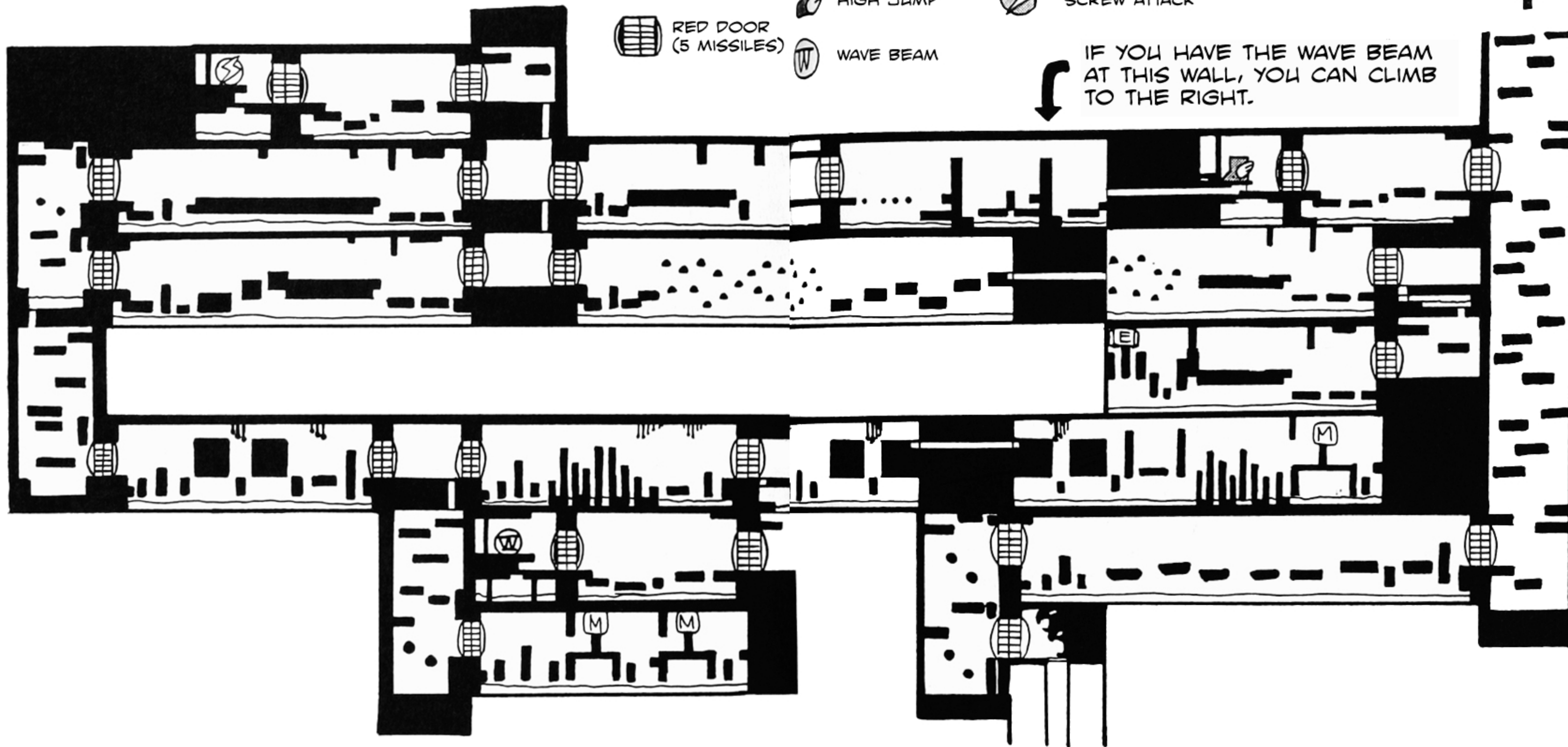


PRESENTING NORFAIR MAP B!!

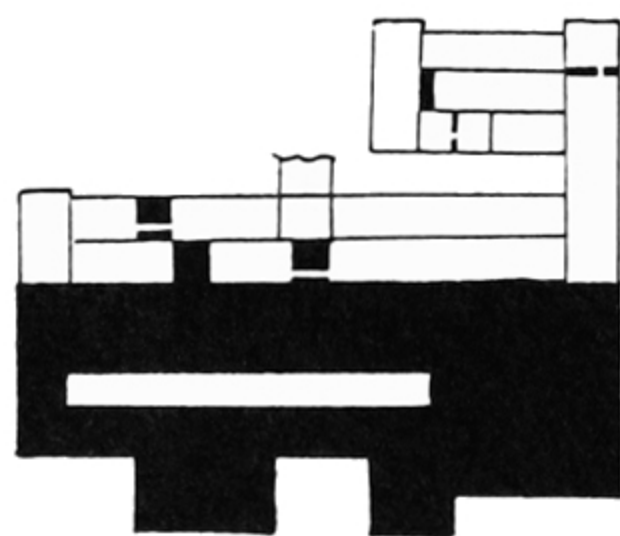
-  BLUE DOOR
(1 SHOT)
-  MISSILE
-  ENERGY TANK
-  RED DOOR
(5 MISSILES)
-  HIGH JUMP
-  SCREW ATTACK
-  WAVE BEAM

To Norfair
Map A
(P. 88)

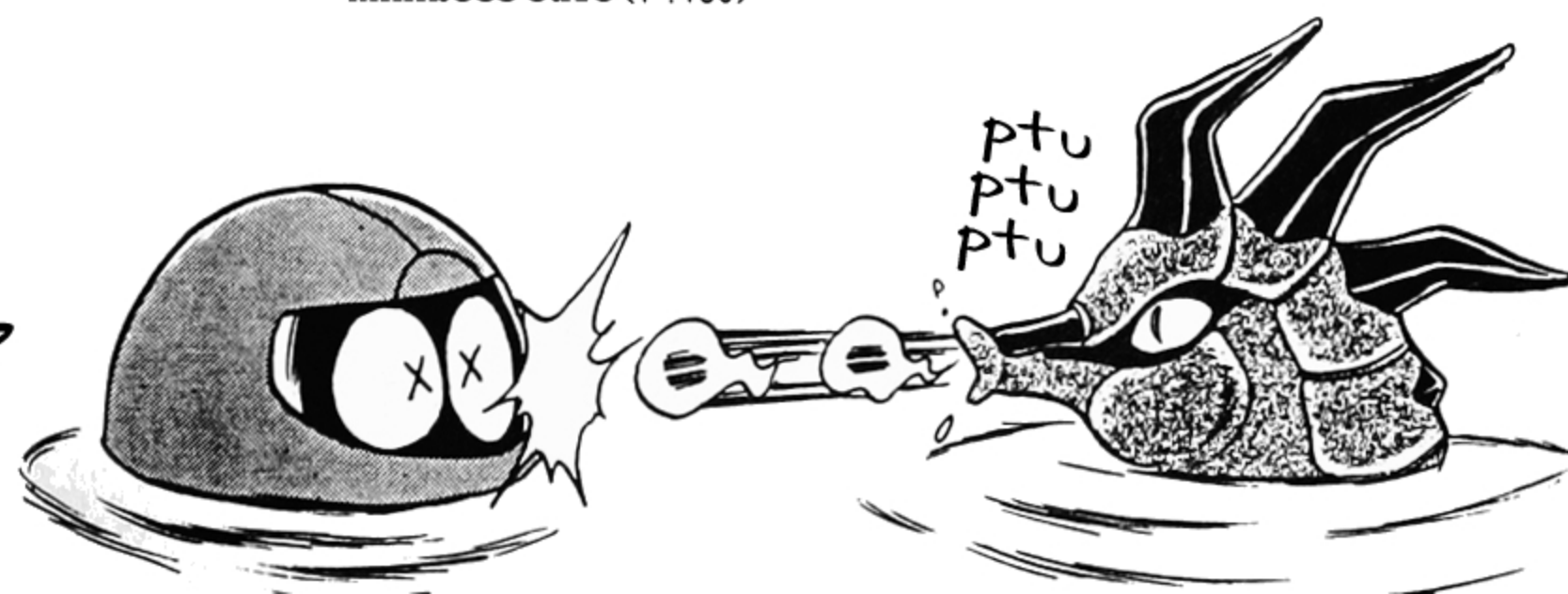
IF YOU HAVE THE WAVE BEAM
AT THIS WALL, YOU CAN CLIMB
TO THE RIGHT.

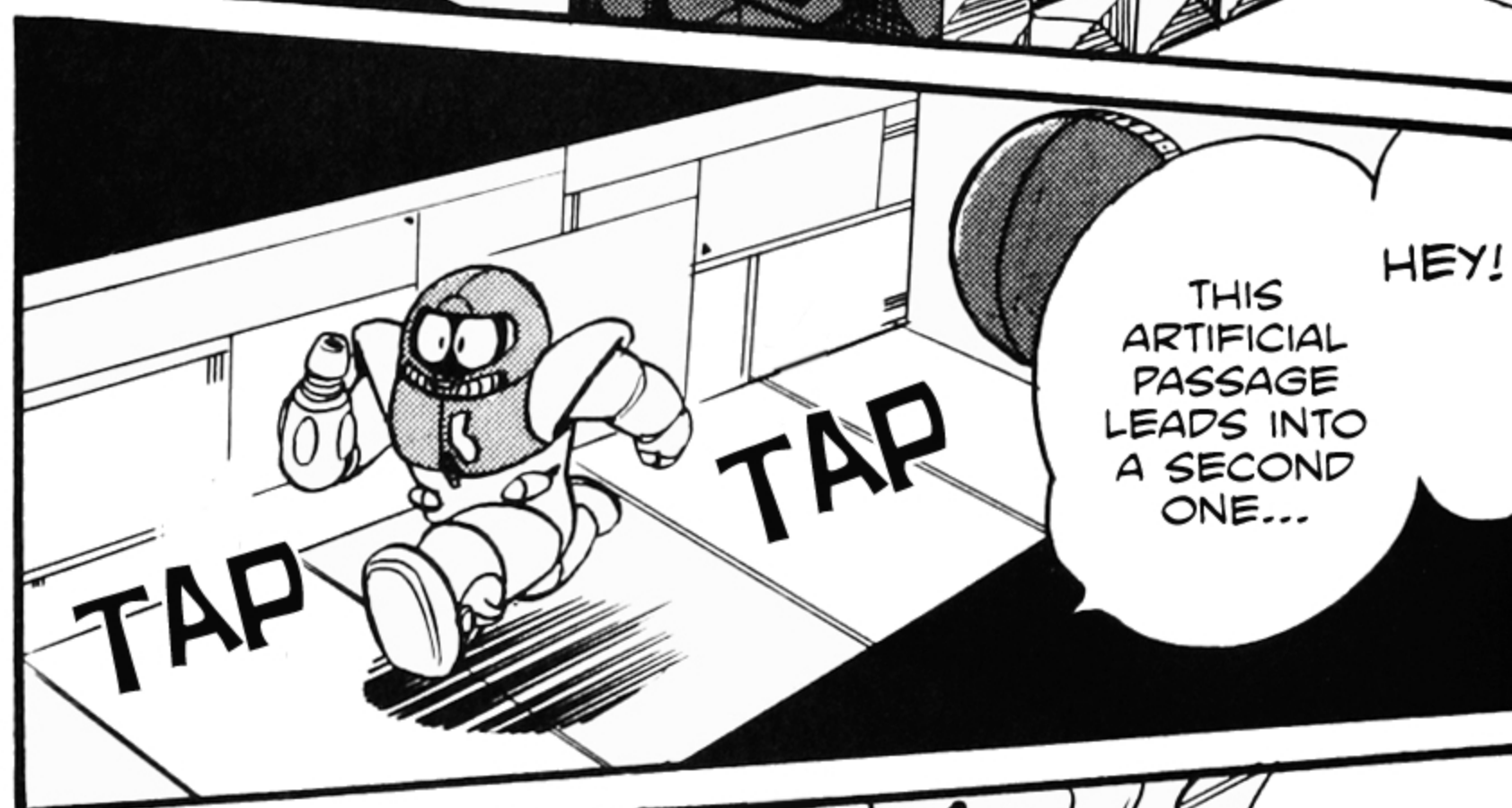
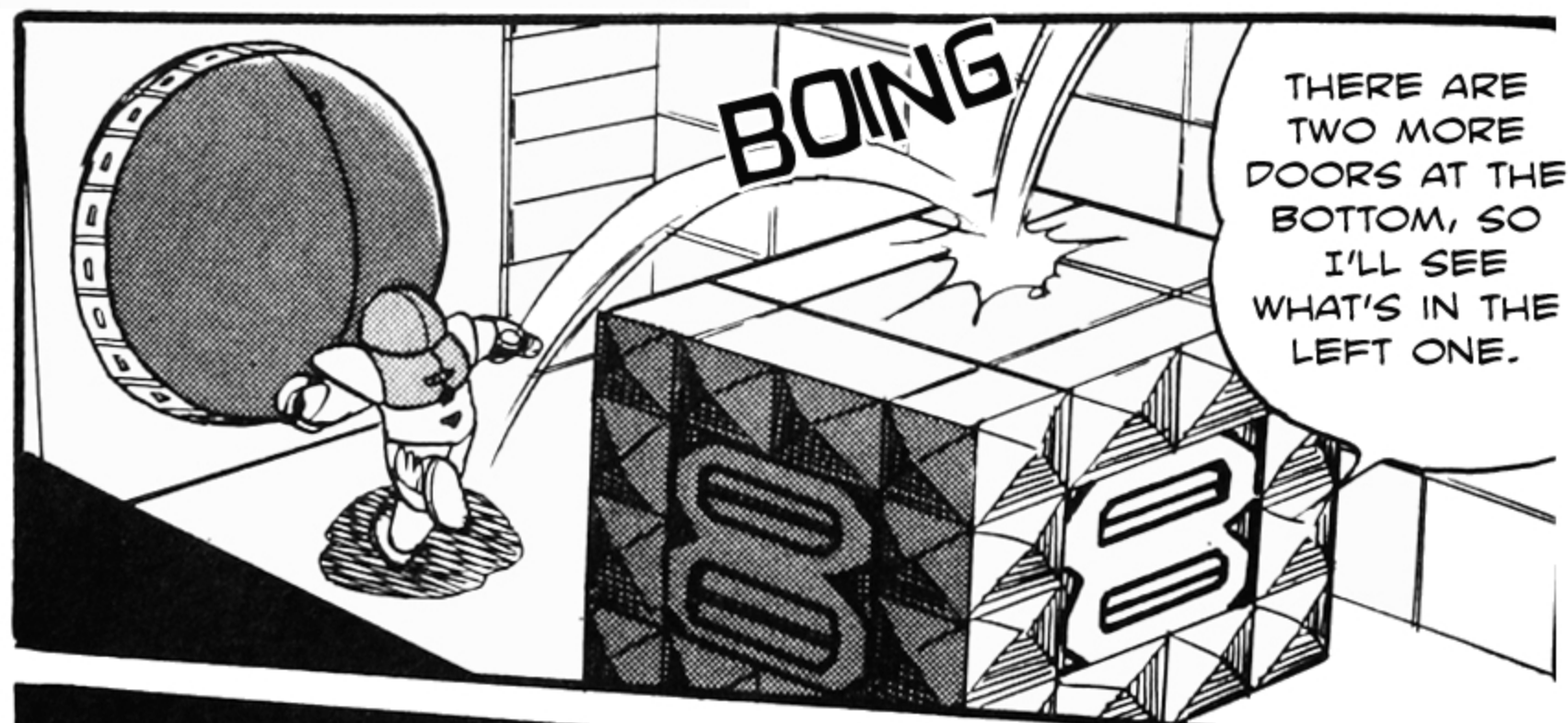


To the Norfair
Miniboss Cave (P.136)

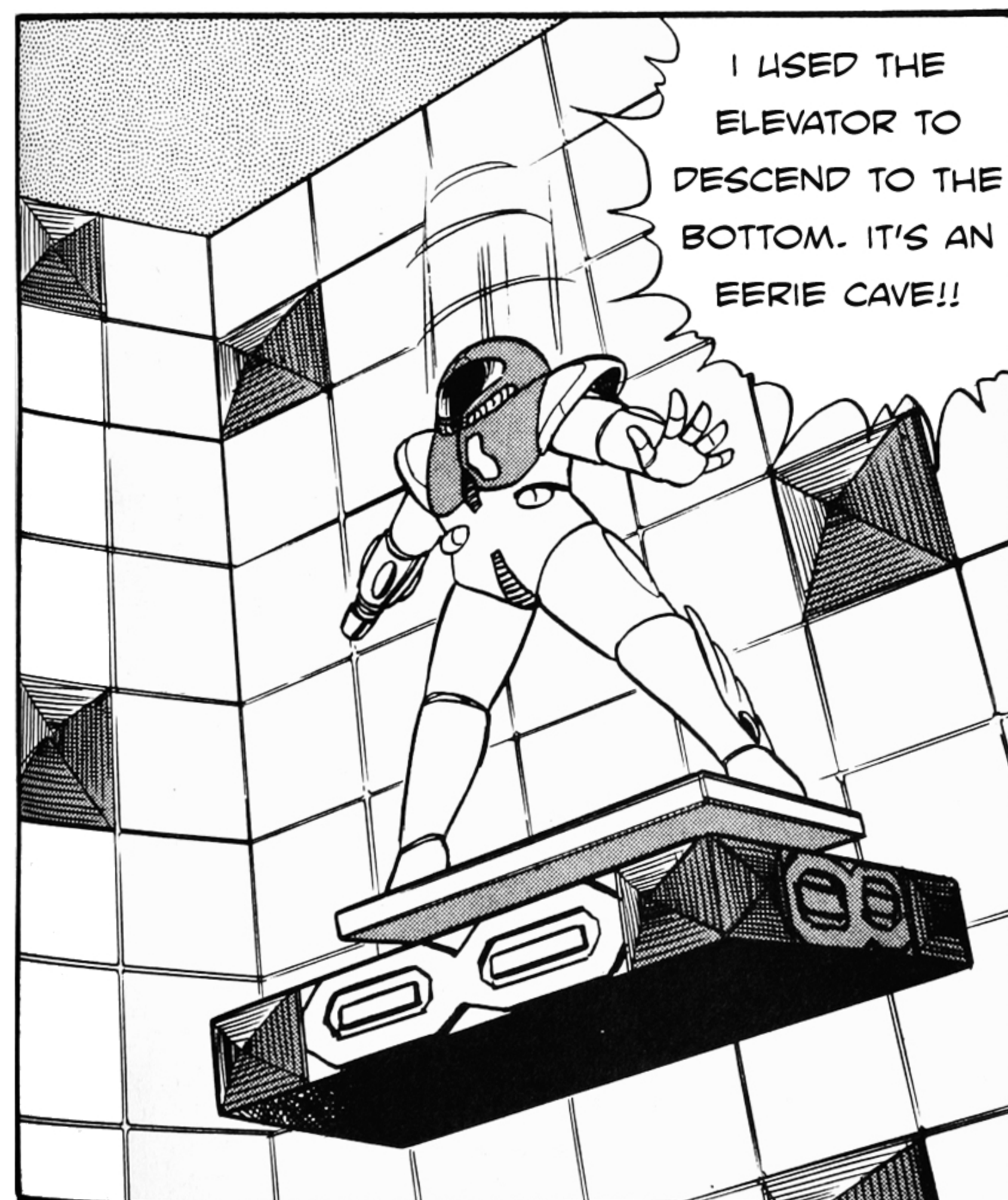
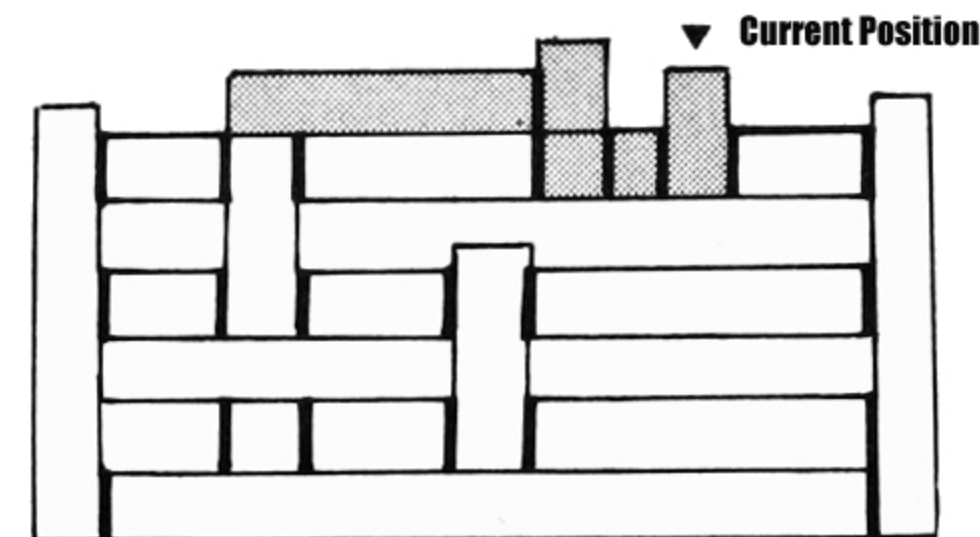


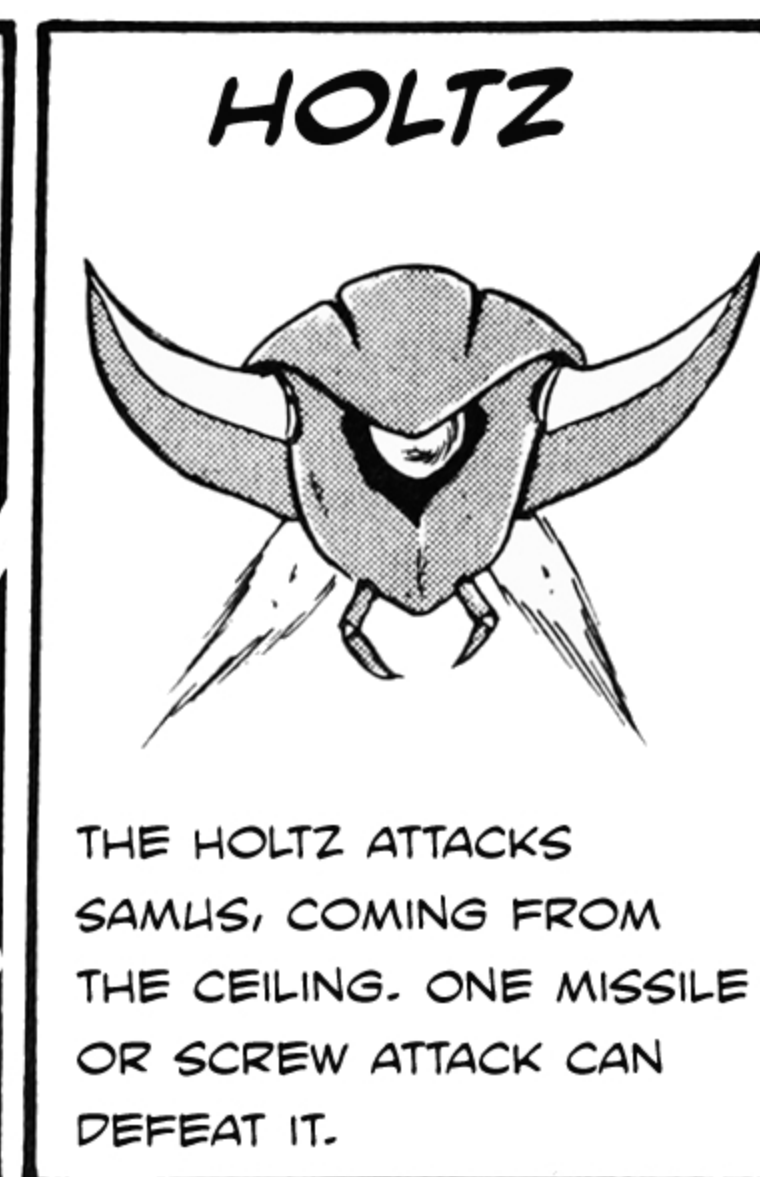
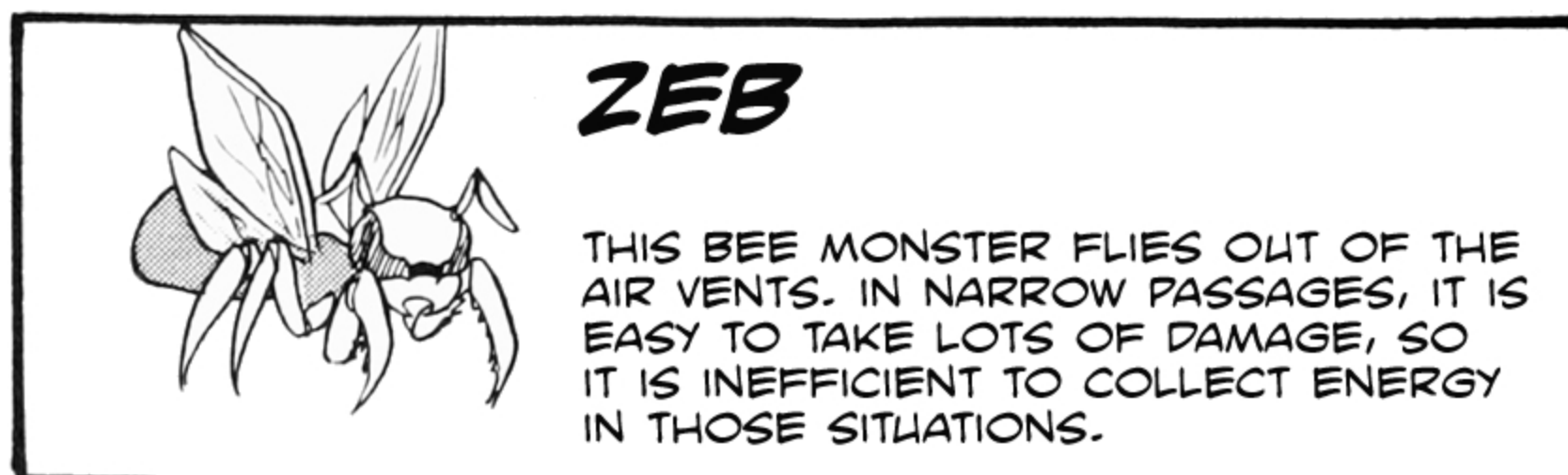
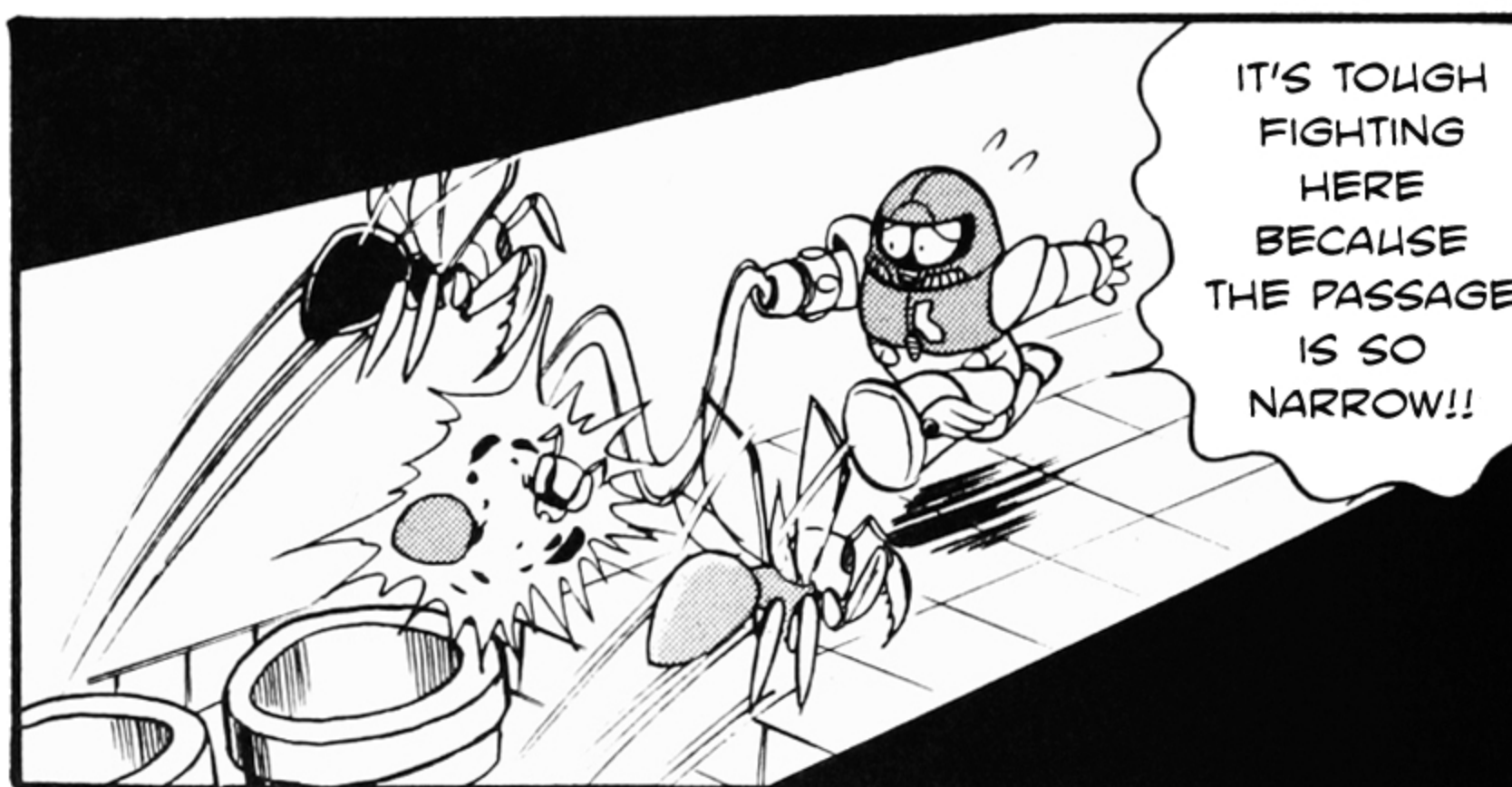
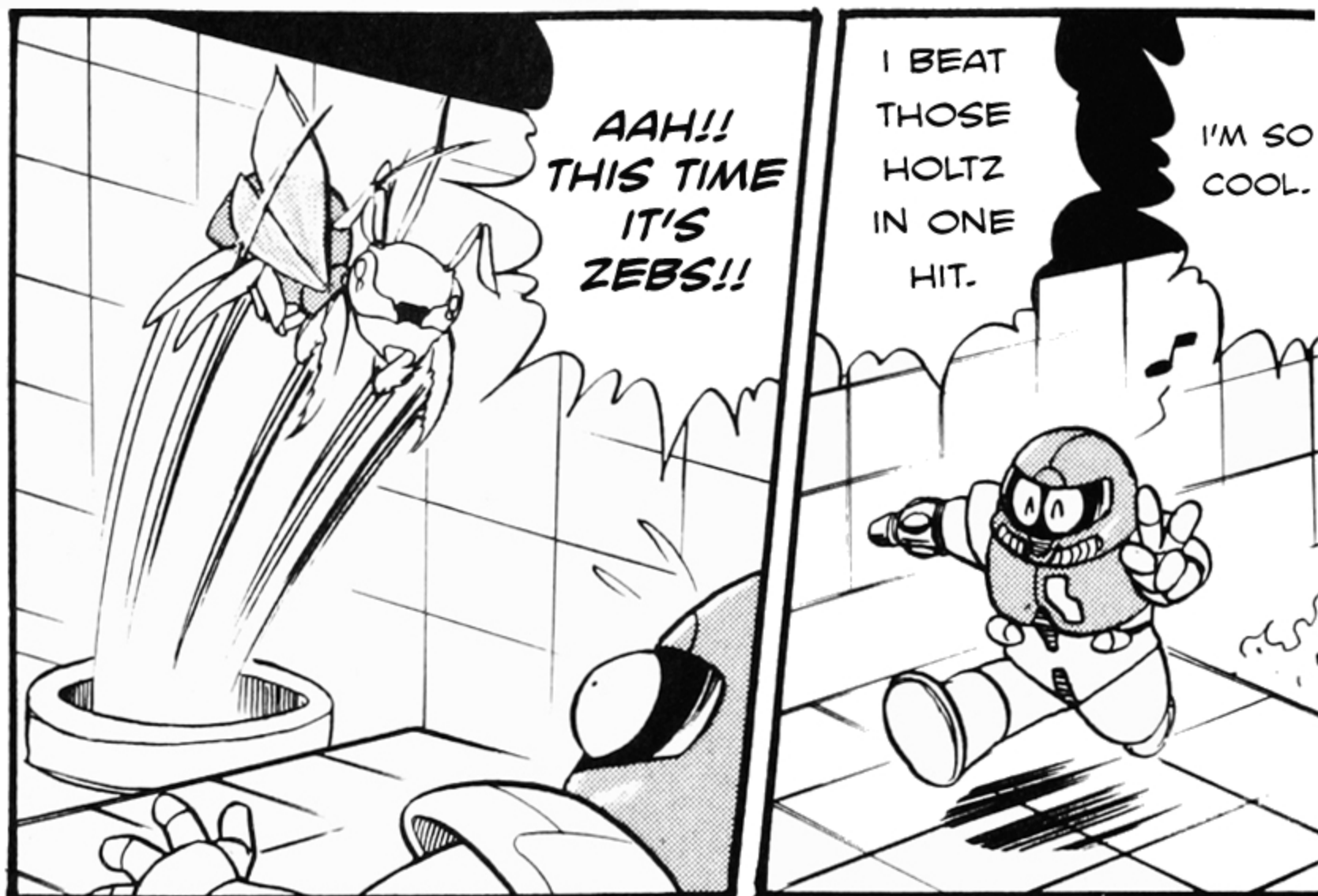
ENTIRE MAP OF NORFAIR



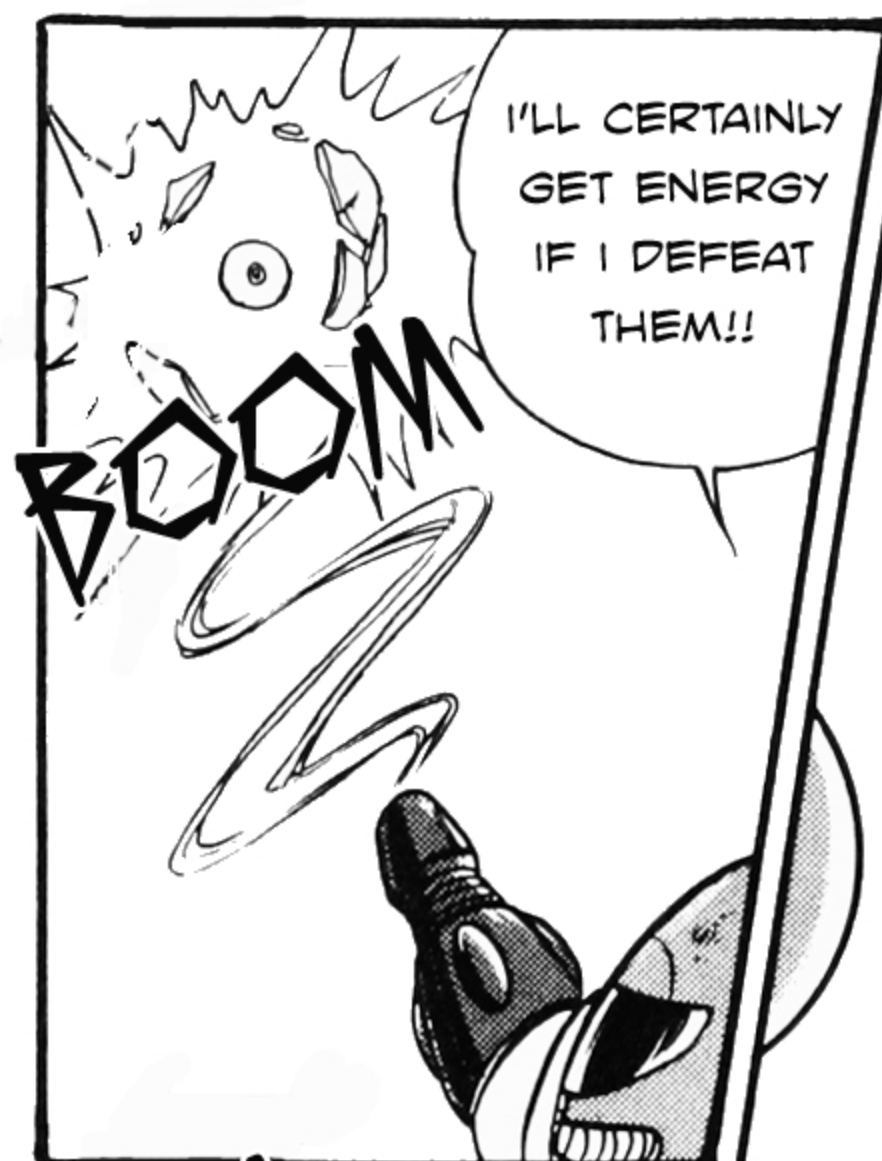
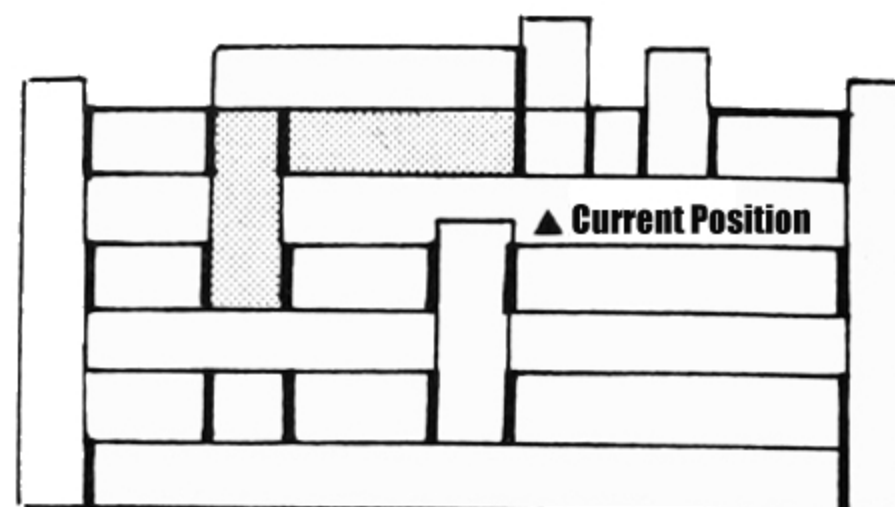


NORFAIR MINIBOSS CAVE 1



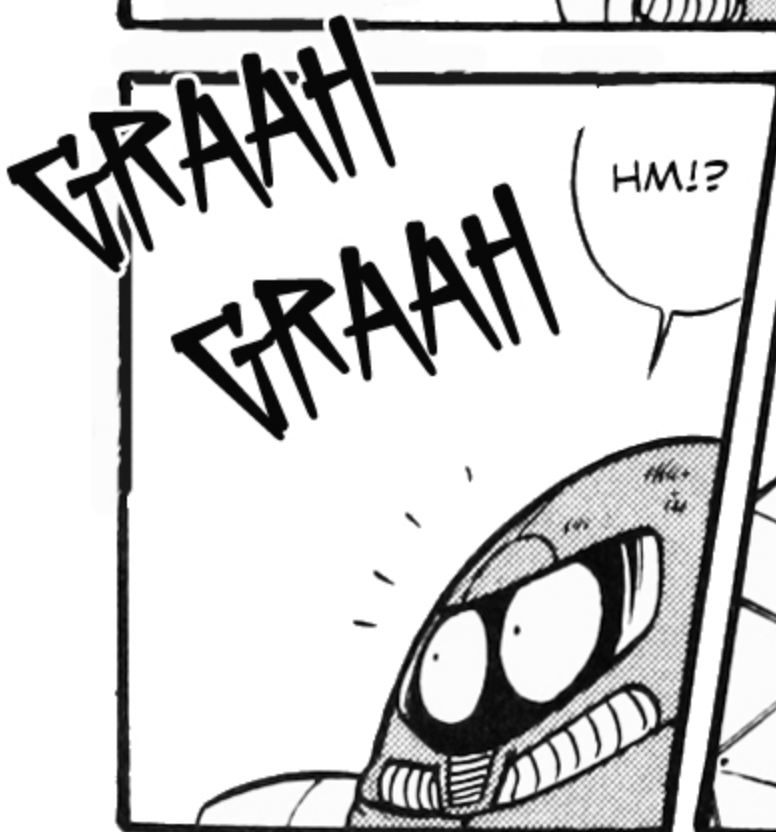


NORFAIR MINIBOSS CAVE 2

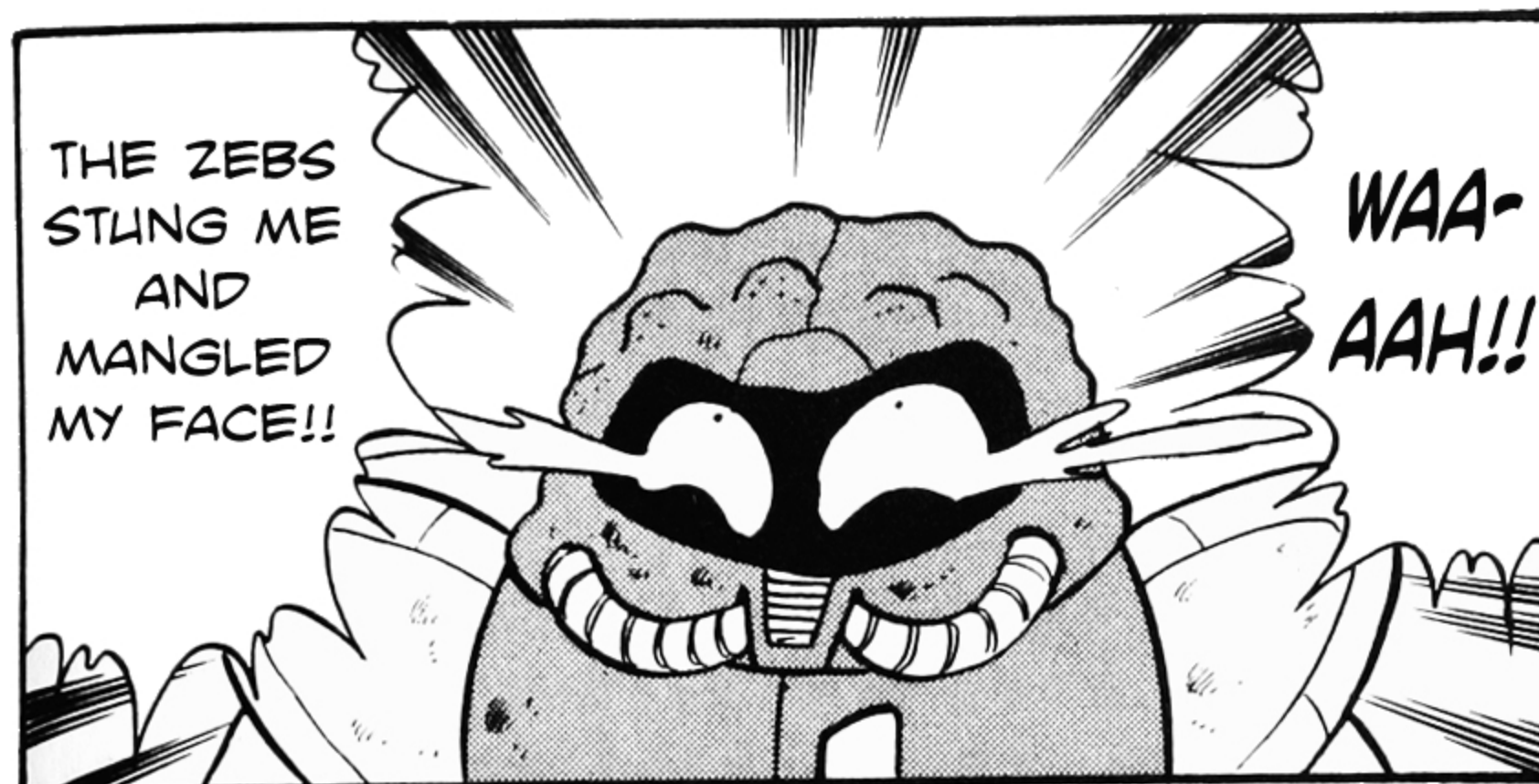


I'LL CERTAINLY
GET ENERGY
IF I DEFEAT
THEM!!

I ENTERED
HERE AND
MULTIVIOLAS
CAME IN
DROVES!



HM!?

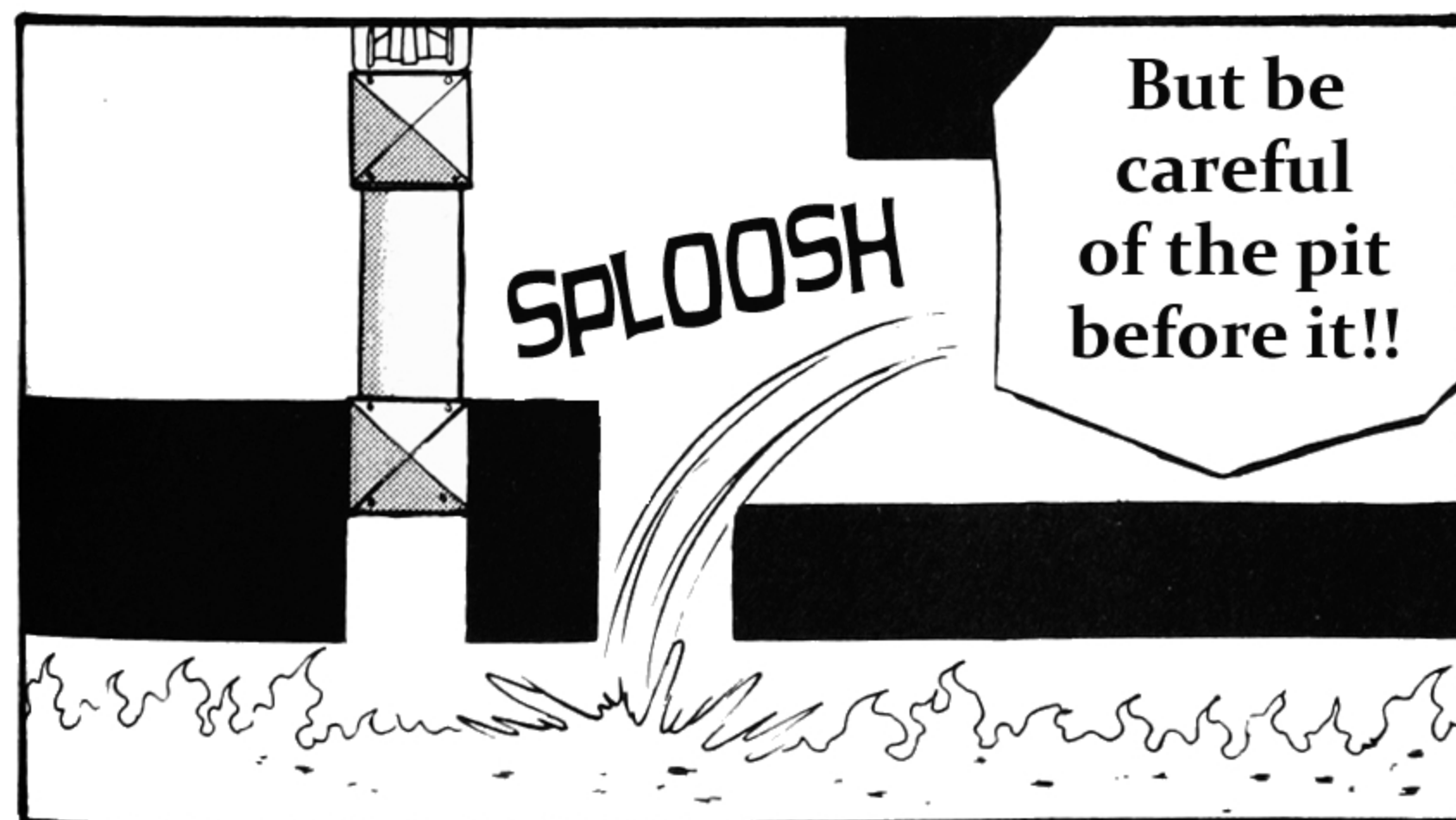


THE ZEBBS
STUNG ME
AND
MANGLED
MY FACE!!

I'VE HAD
SUCH
TROUBLES.

YES YES!!
THERE ARE
MISSILES
IN THIS
PLACE!!

THEY
MARRIED MY
BEAUTIFUL
PHYSIQUE!

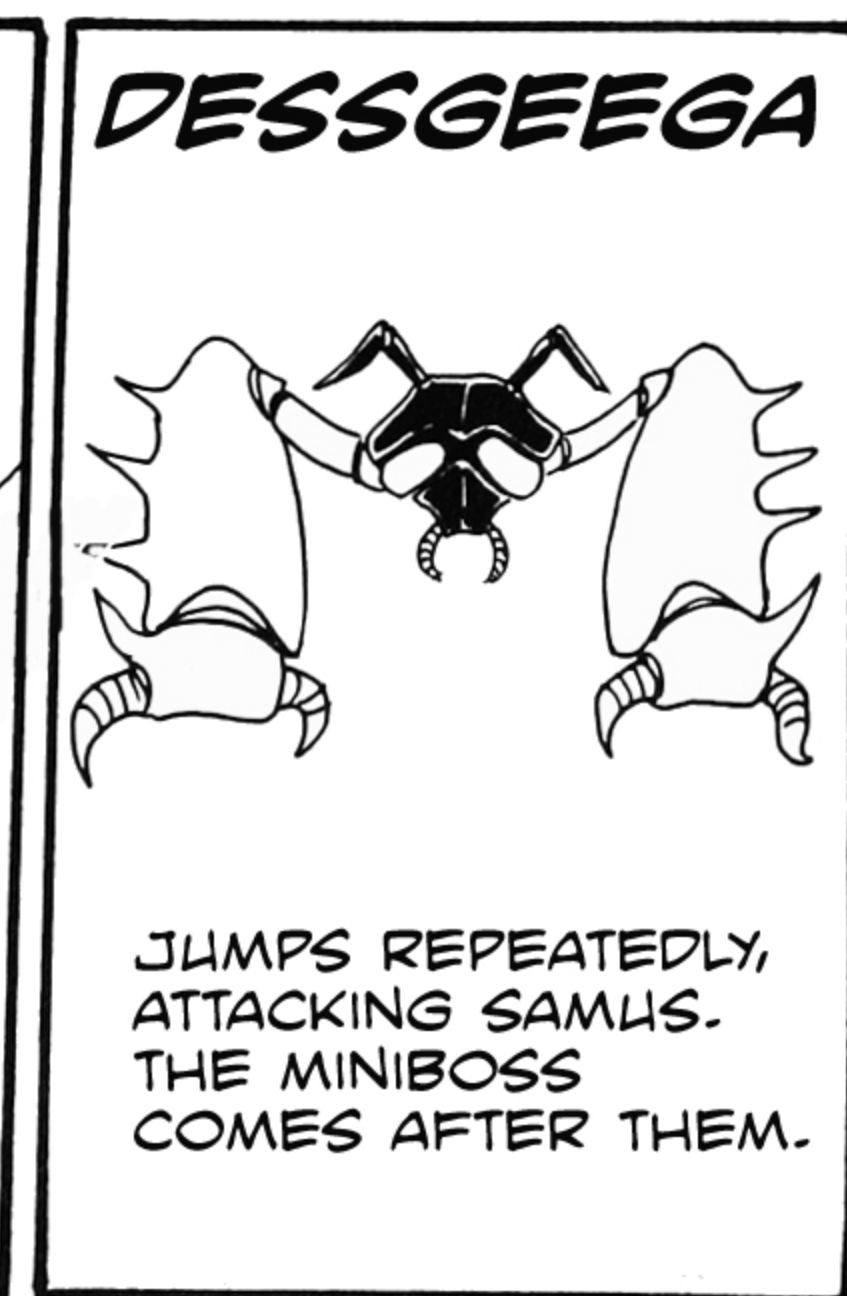
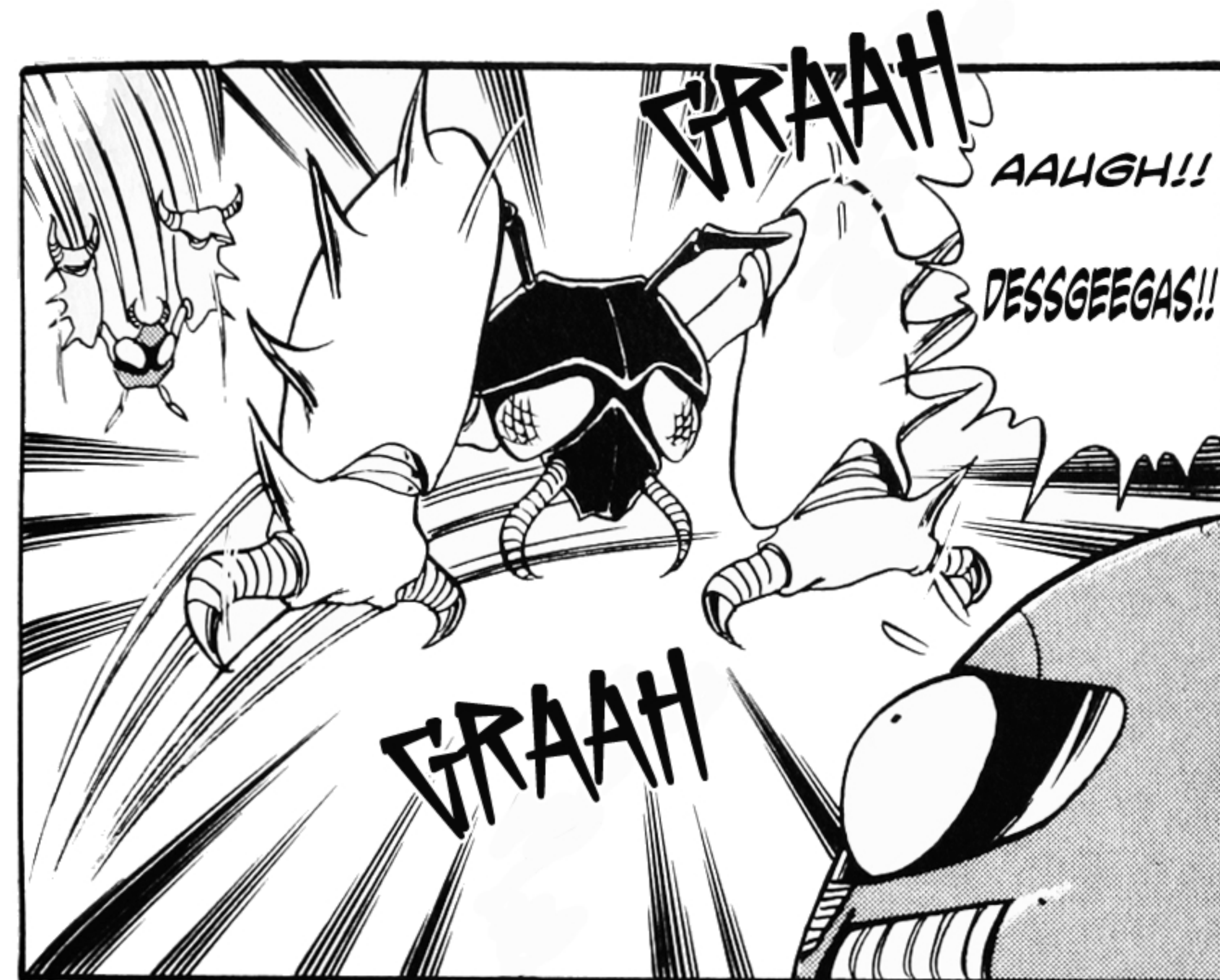
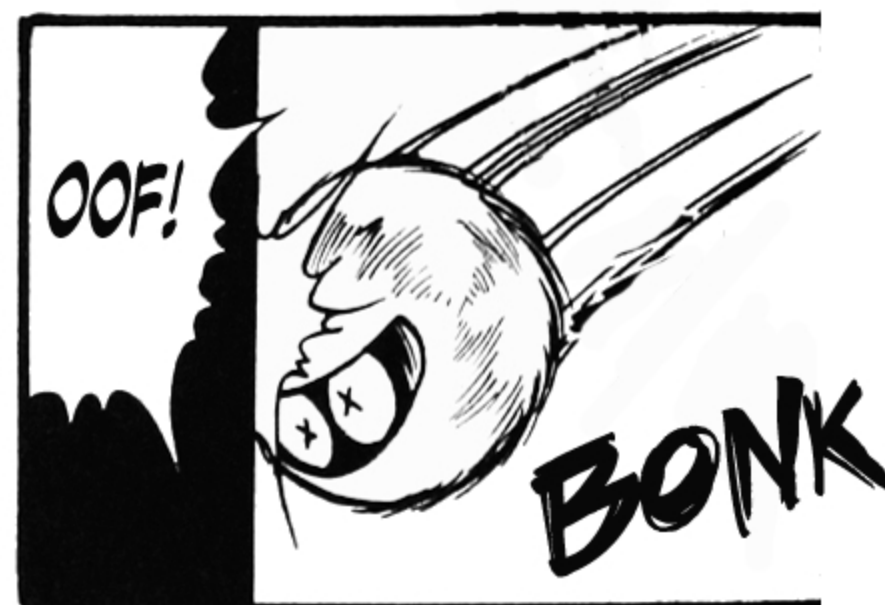
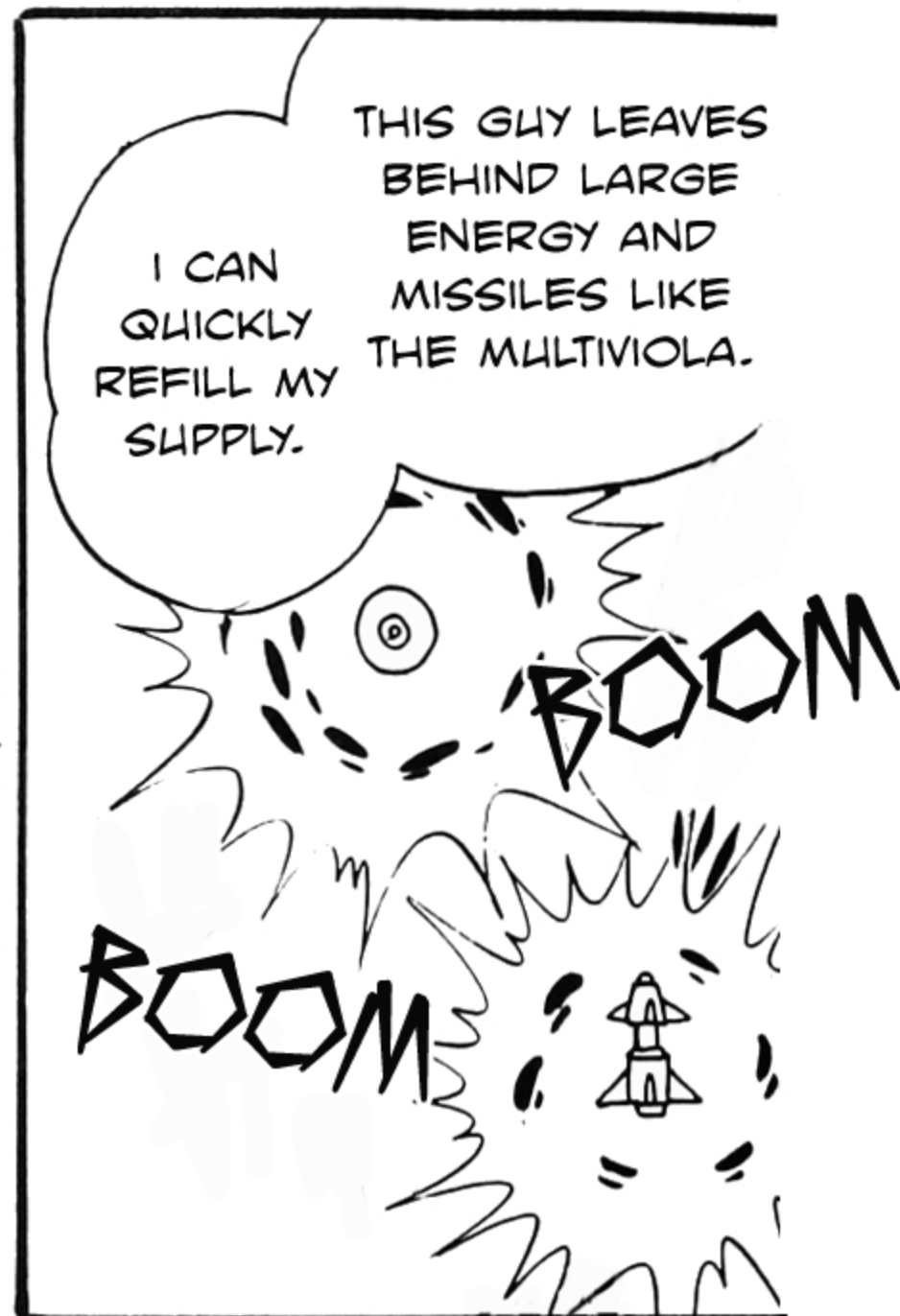


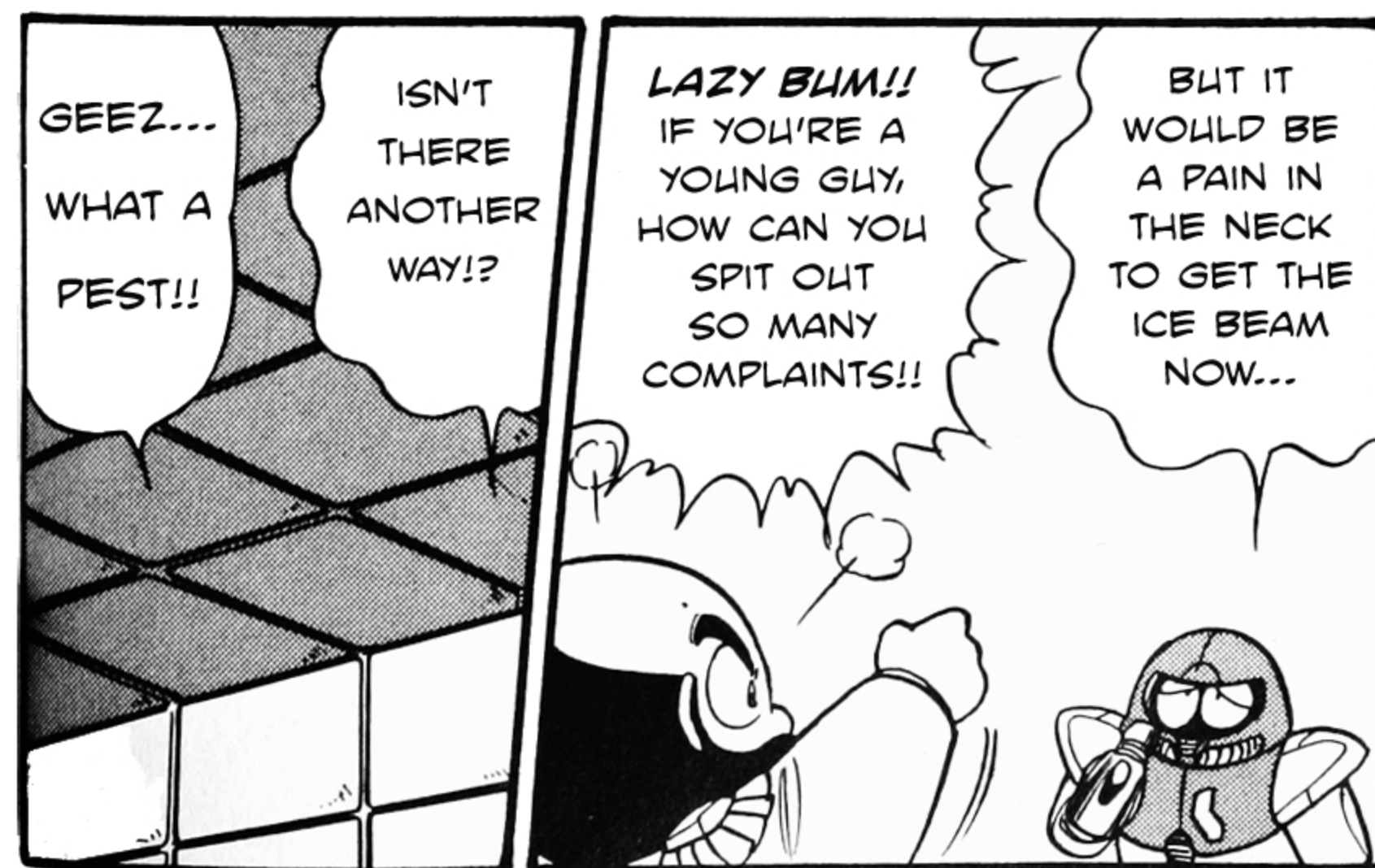
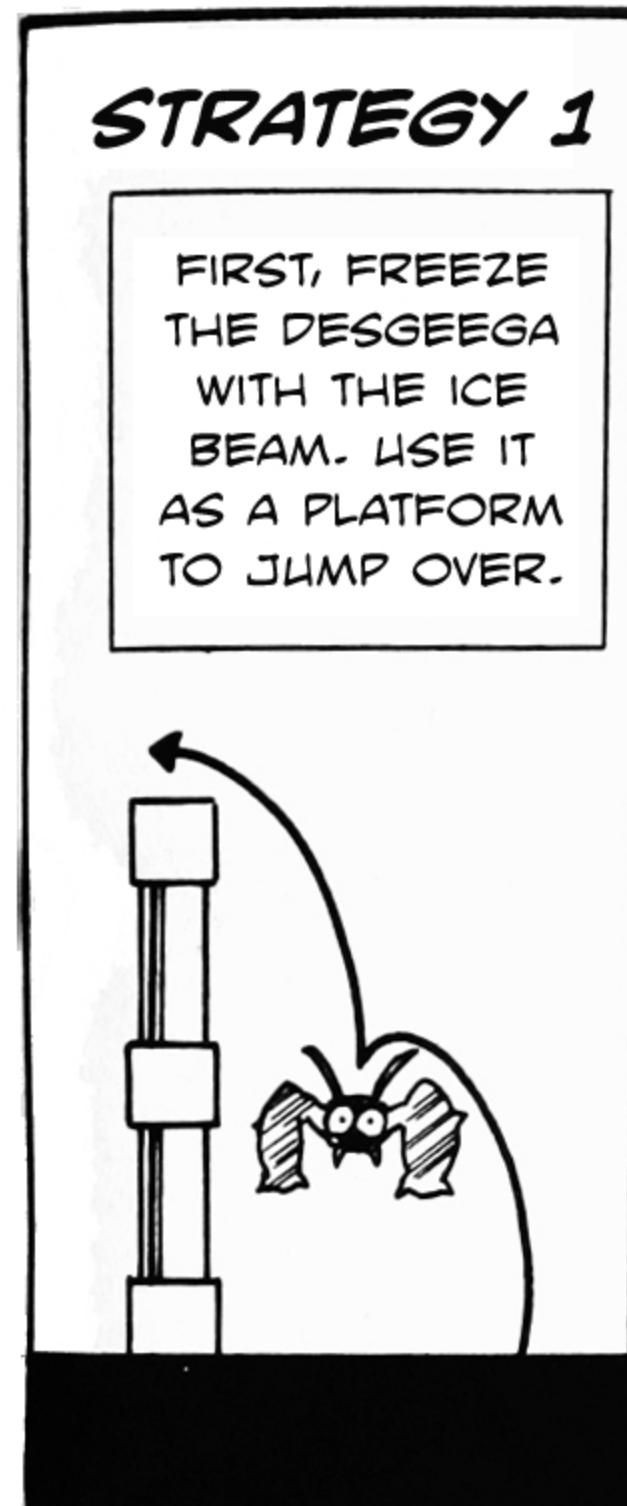
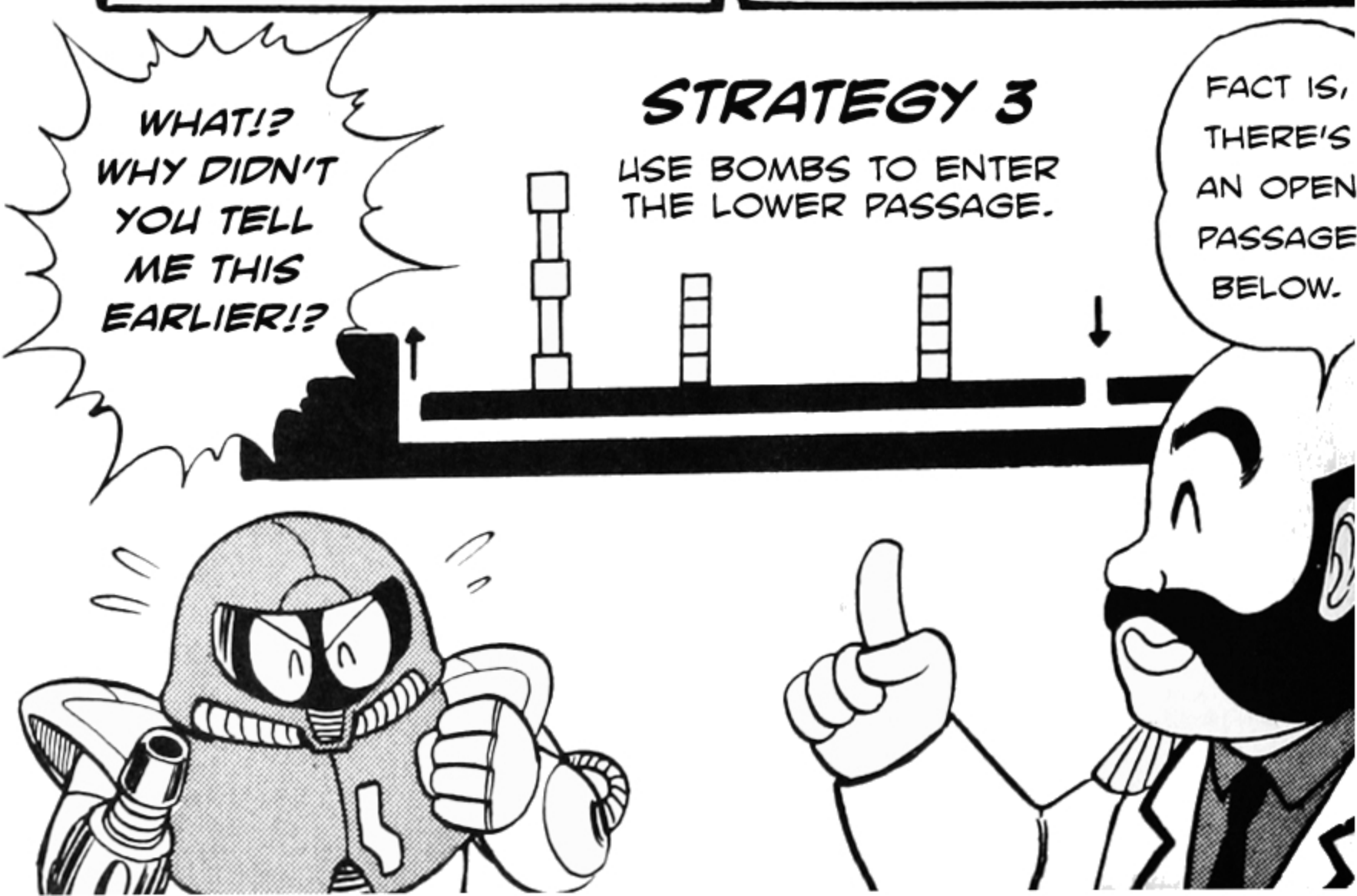
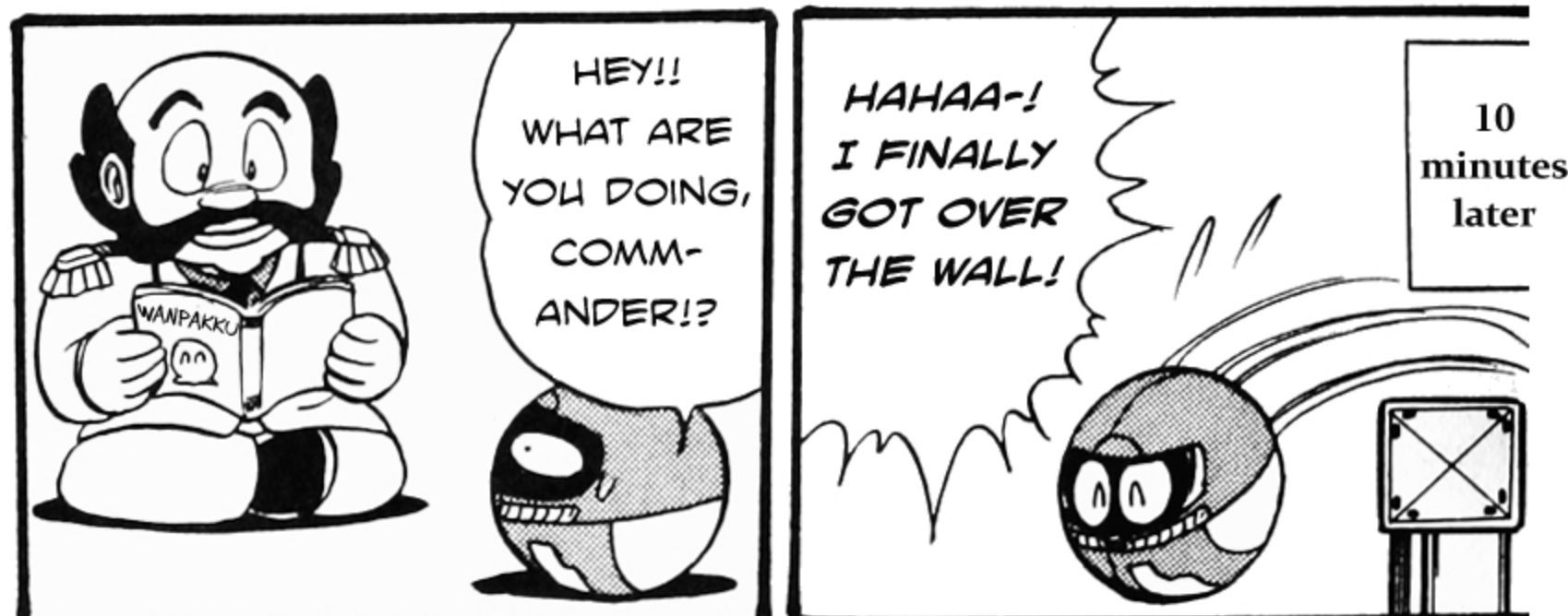
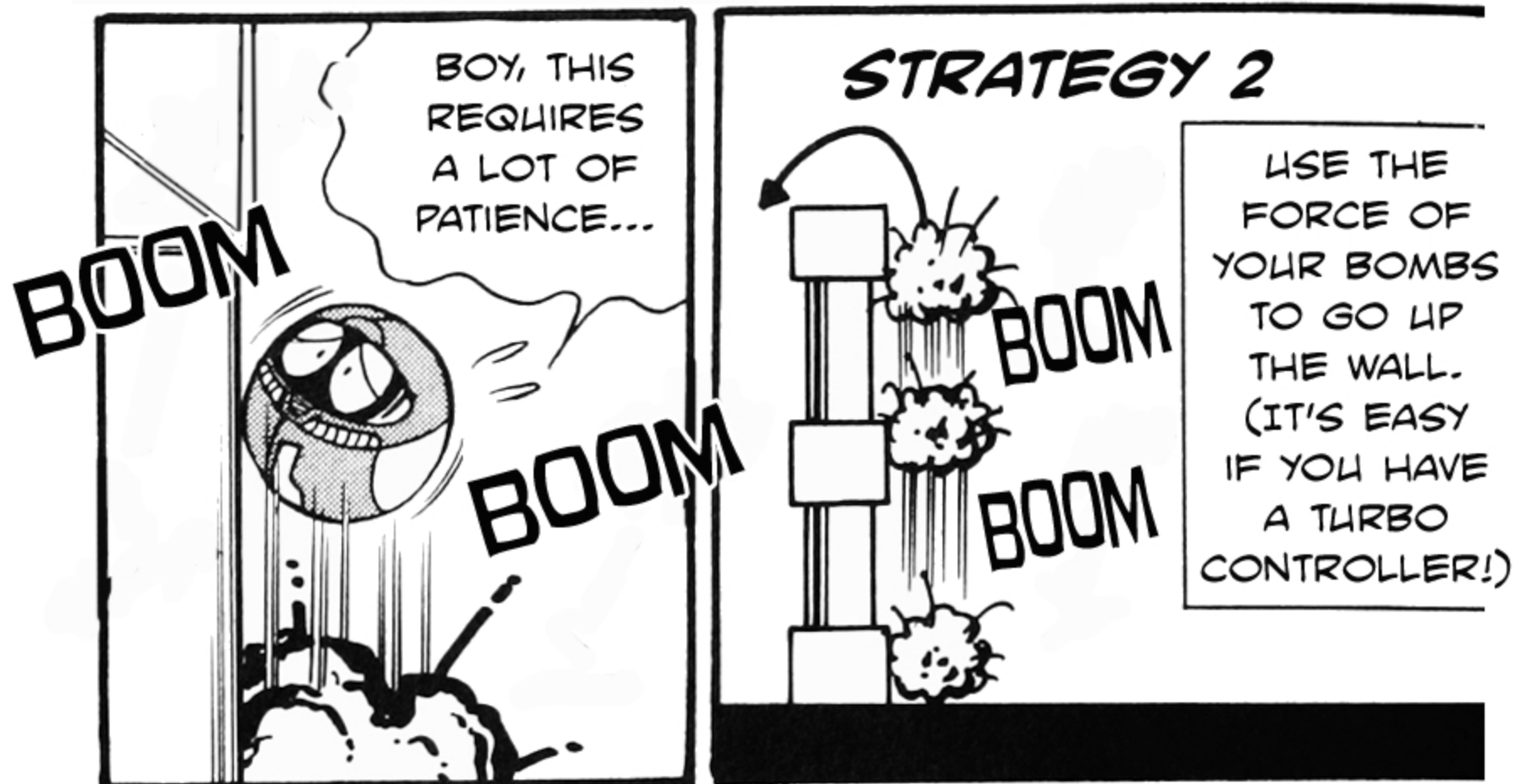
But be
careful
of the pit
before it!!

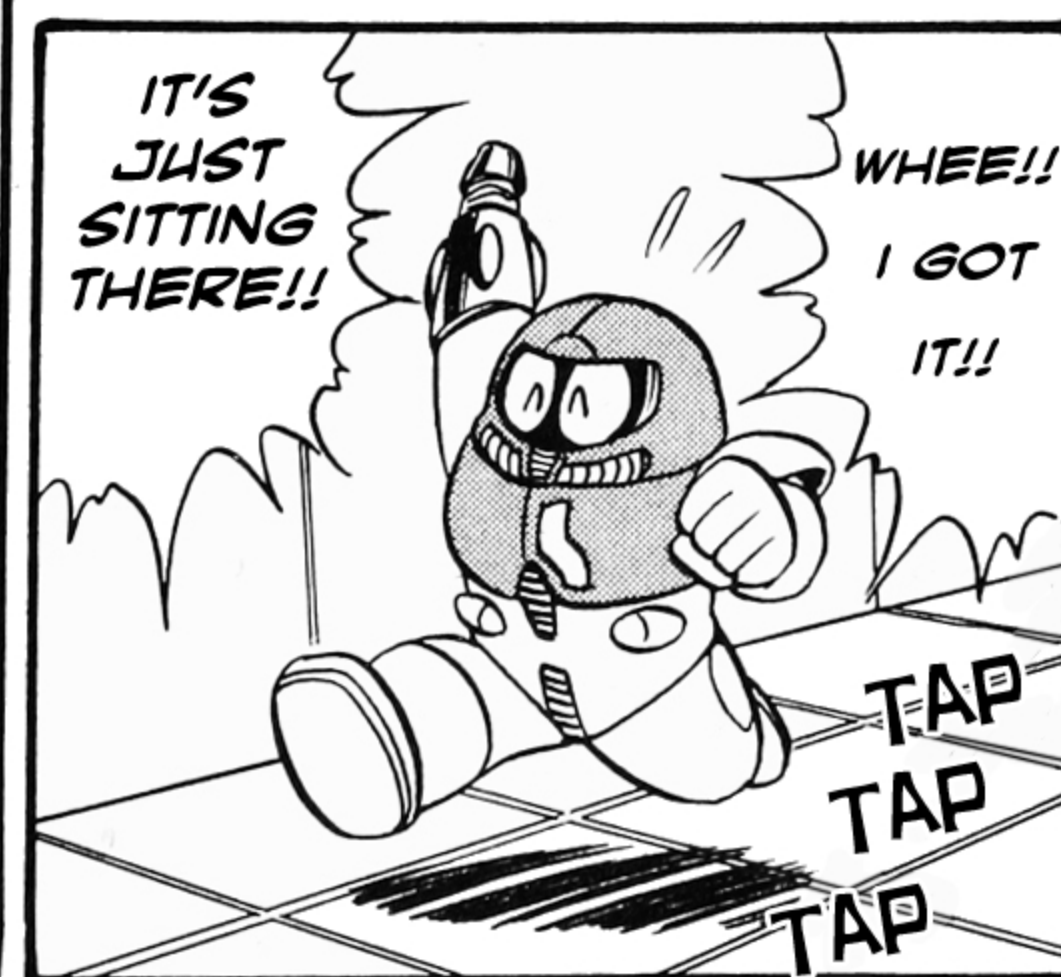
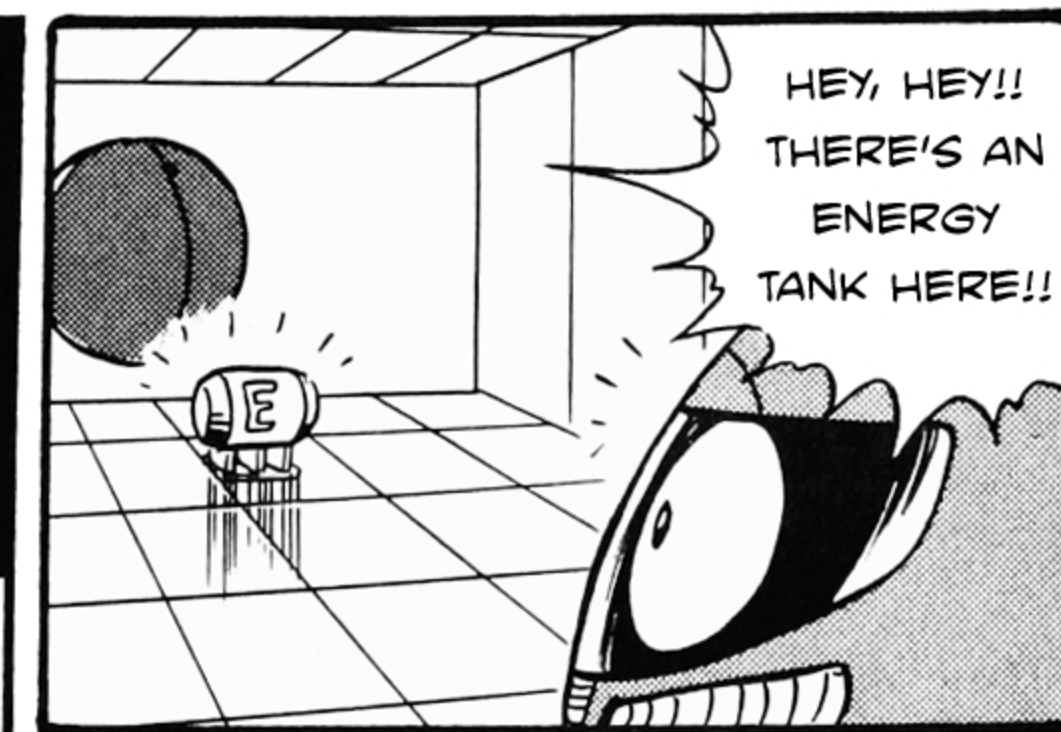
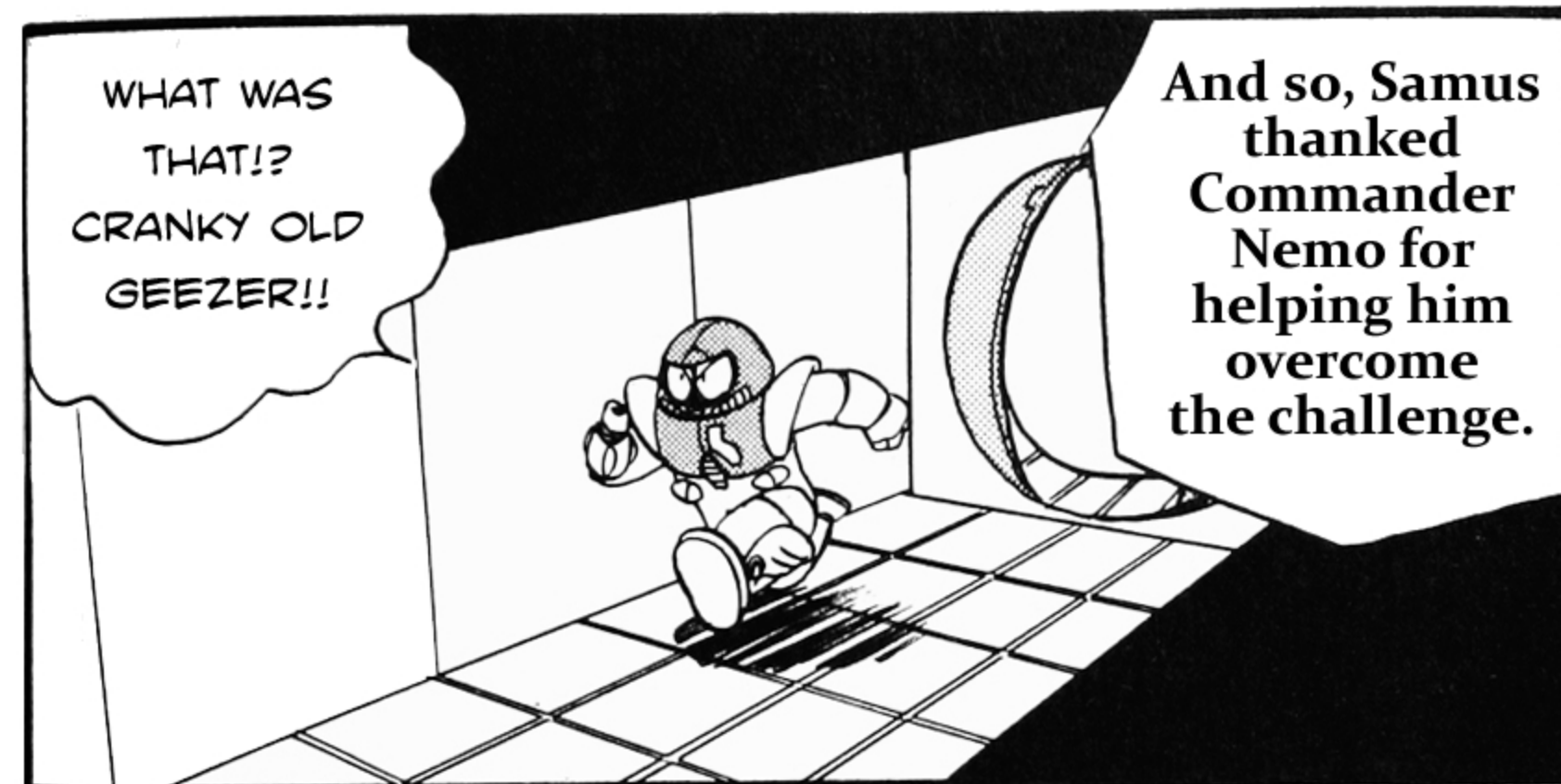
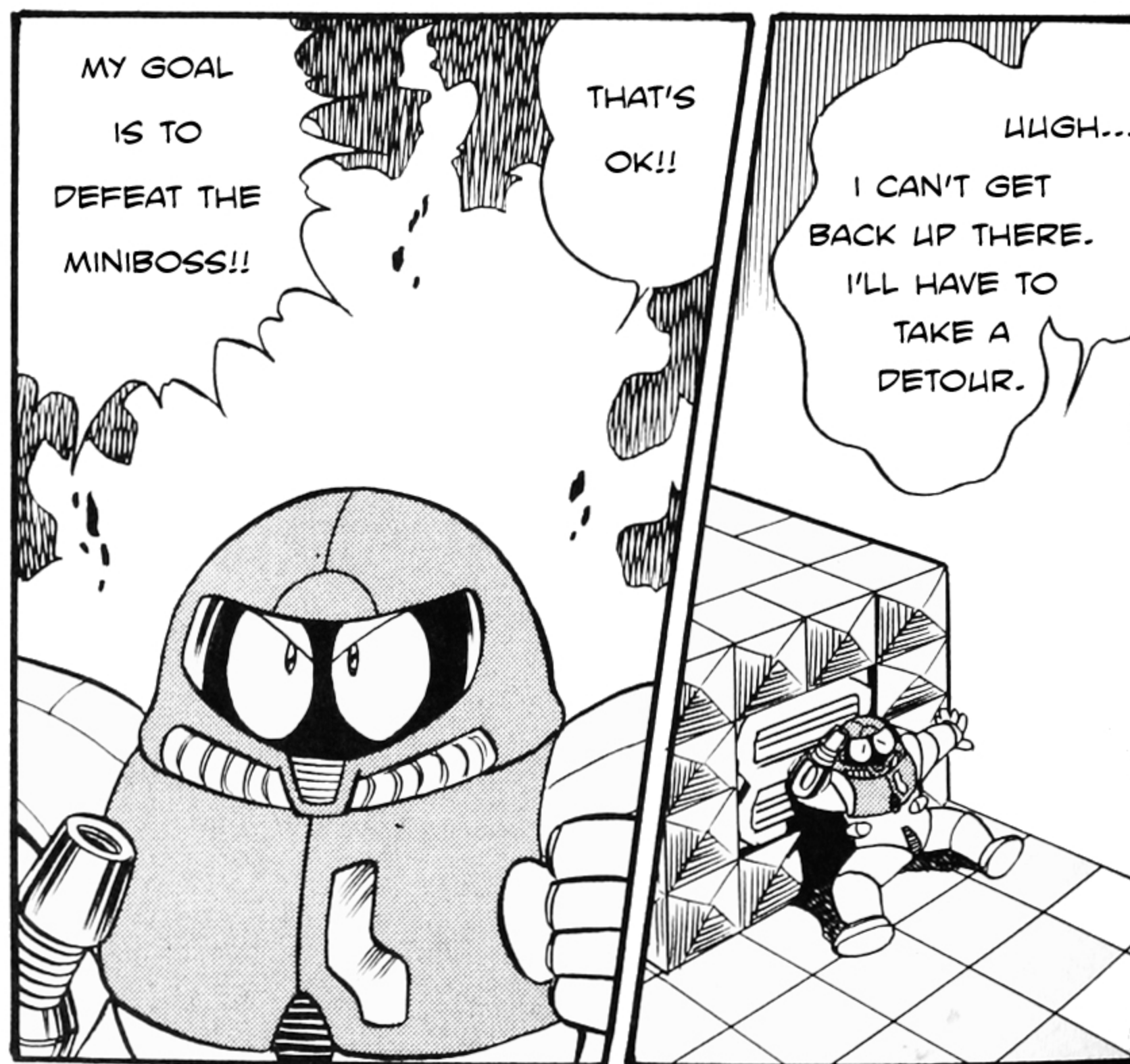
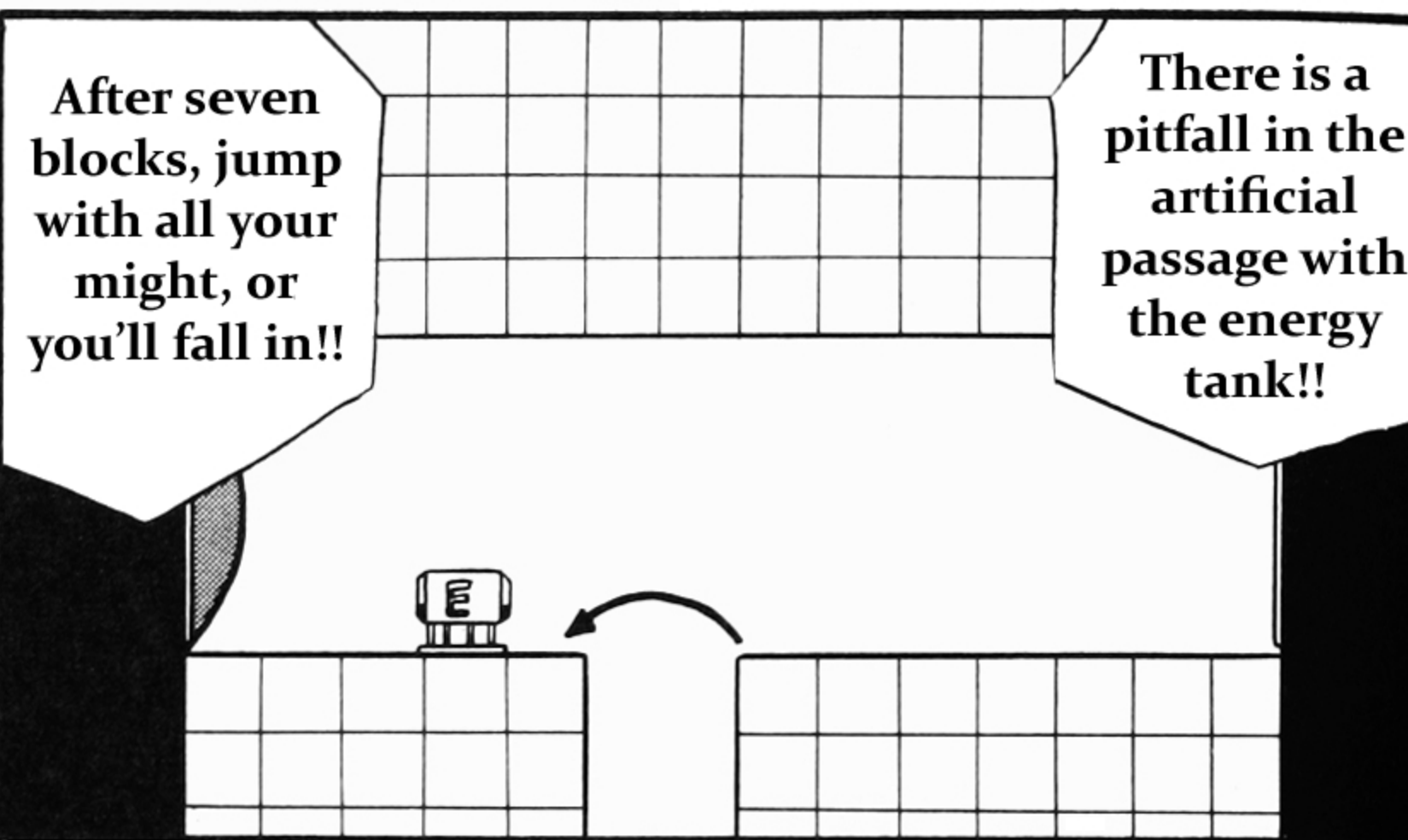


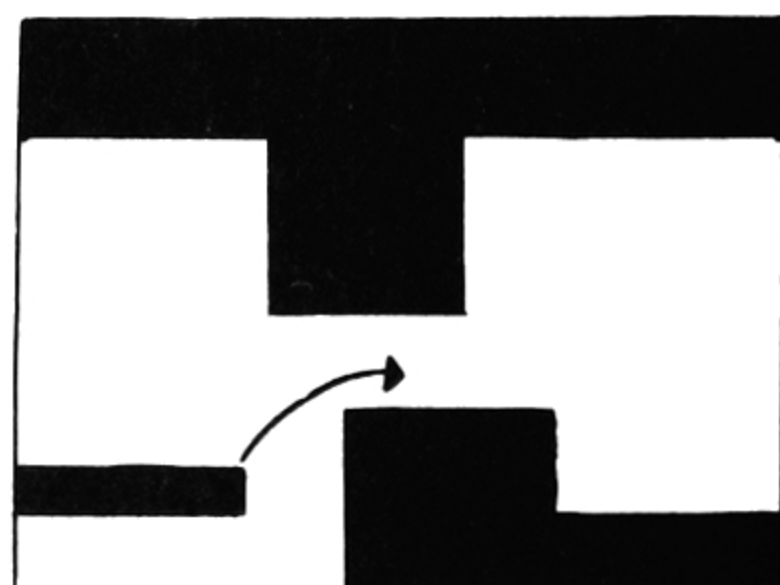
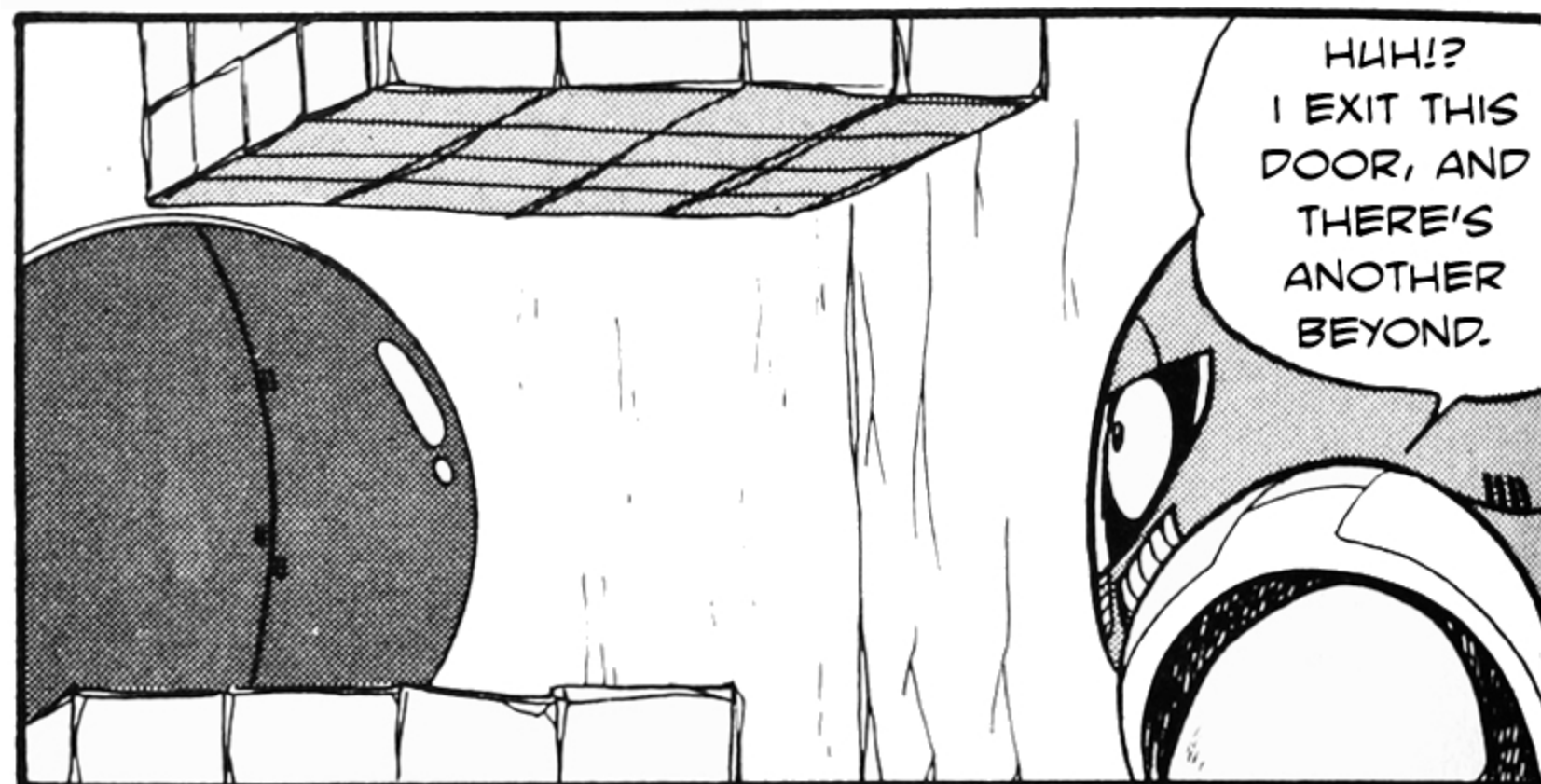
WOAH!!
WHAT THE
HECK IS
THIS!?

I CAN'T
CLIMB
THIS HIGH
WALL!!

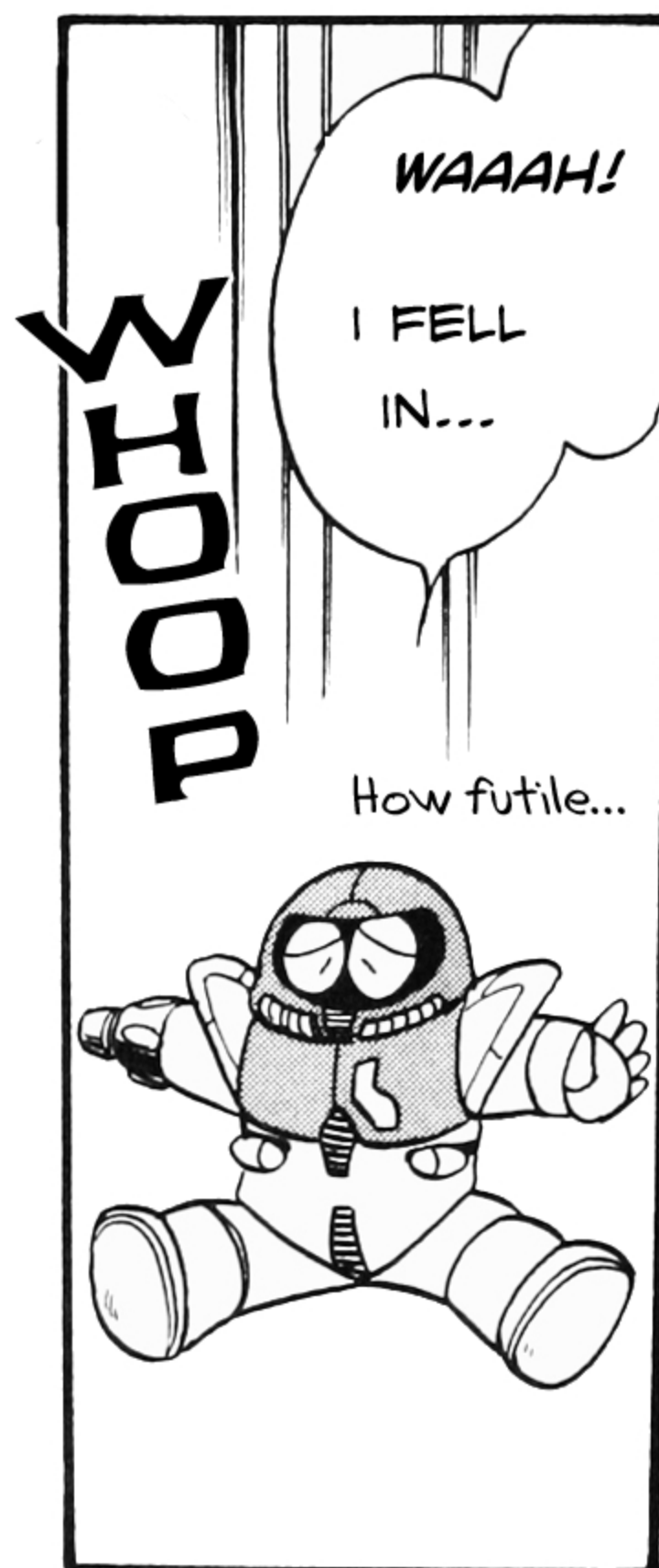




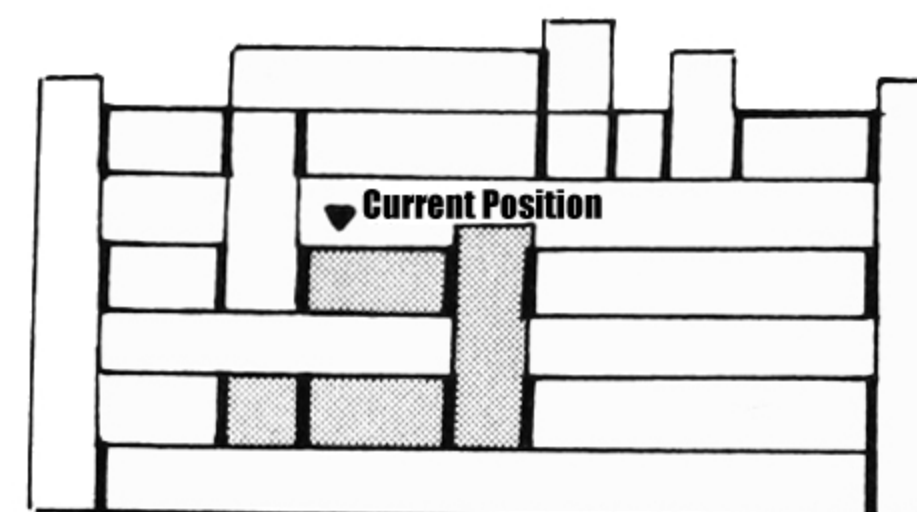


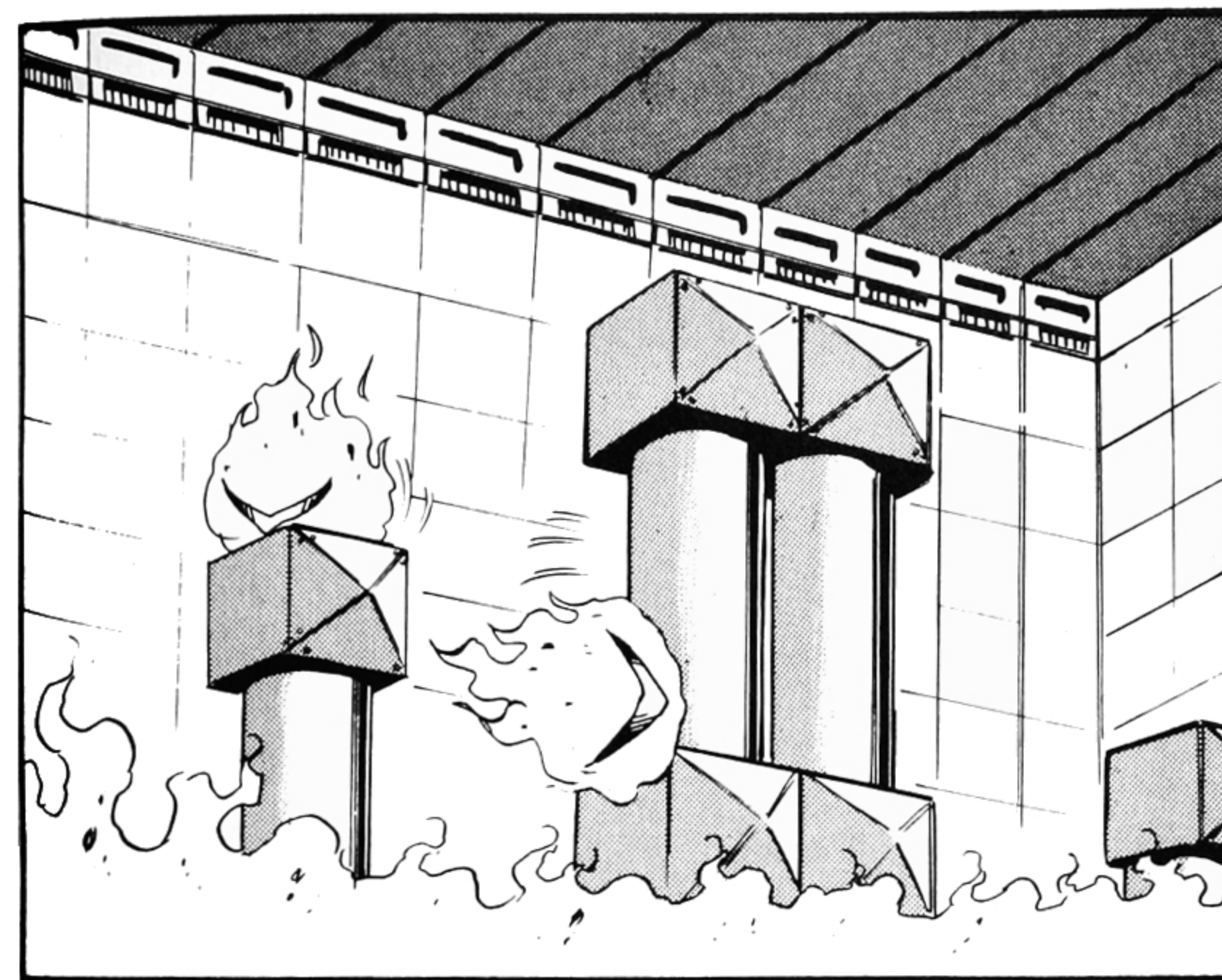
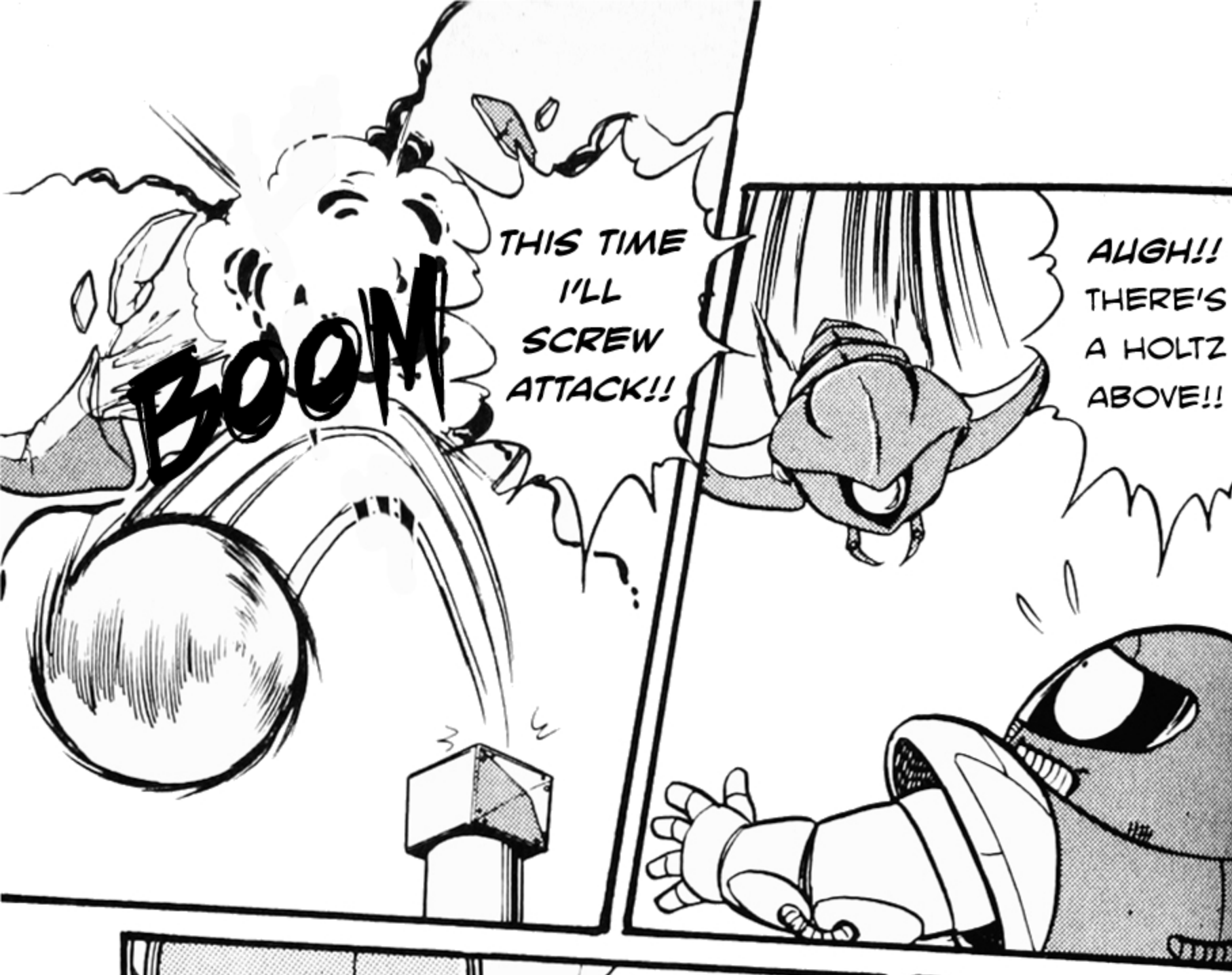


TIME YOUR JUMP WELL HERE,
AS IT'S EASY TO FALL IN. MISSILES
ARE IN THE DOOR AHEAD.



NORFAIR MINIBOSS CAVE 3

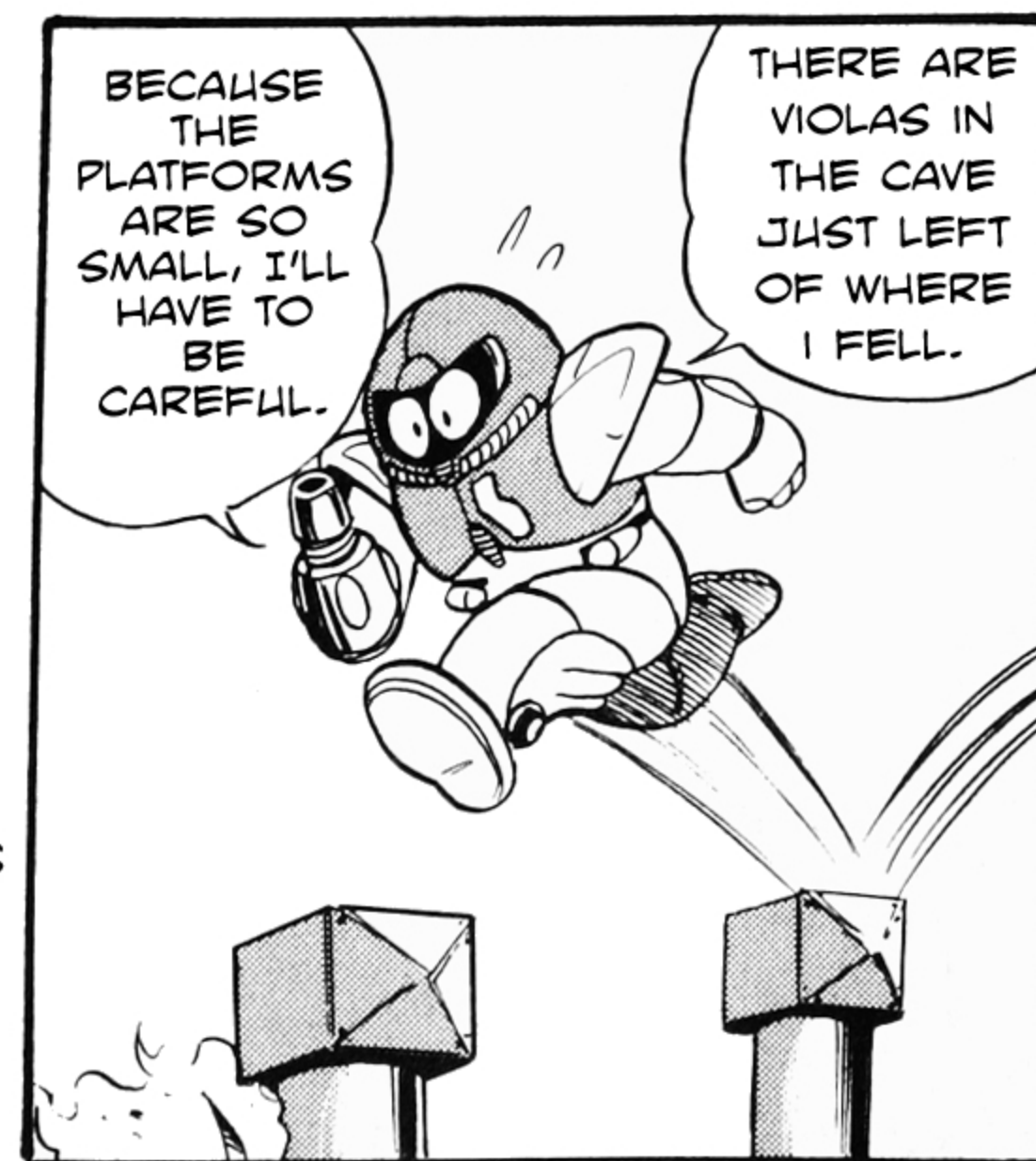


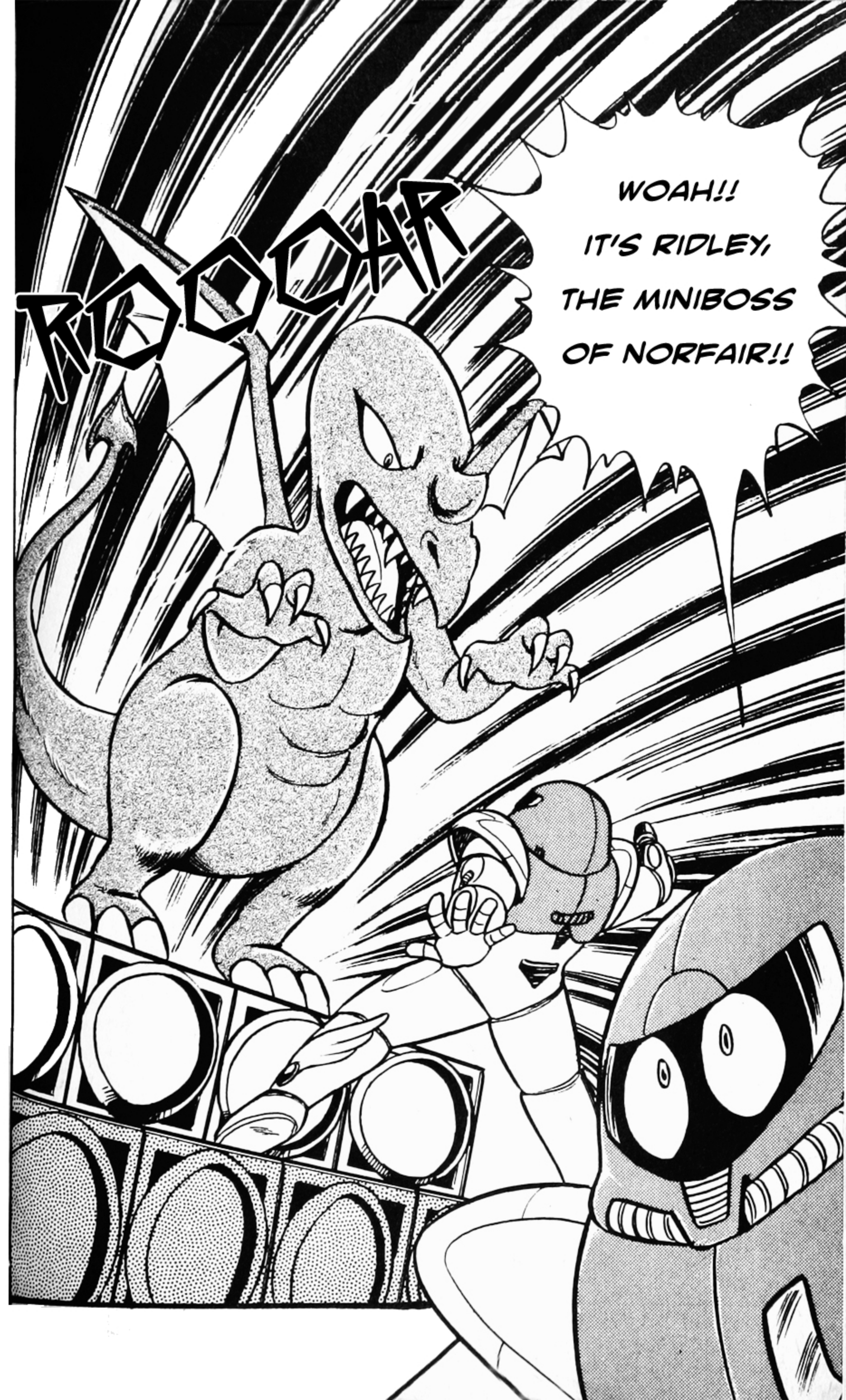


VIOLA



THESE MULTIVIOLA
LARVAE CREEP
AROUND THE FLOORS
AND CEILINGS. THE
GREEN ONES TAKE
TWO SHOTS TO BEAT,
WHILE THE YELLOW
ONES TAKE FOUR.

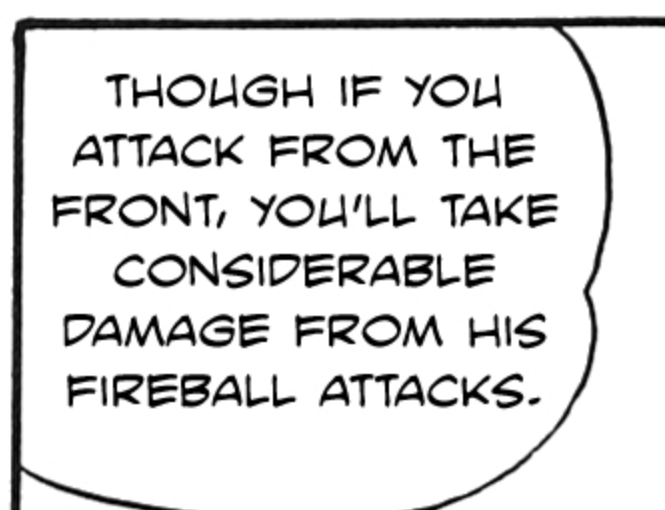




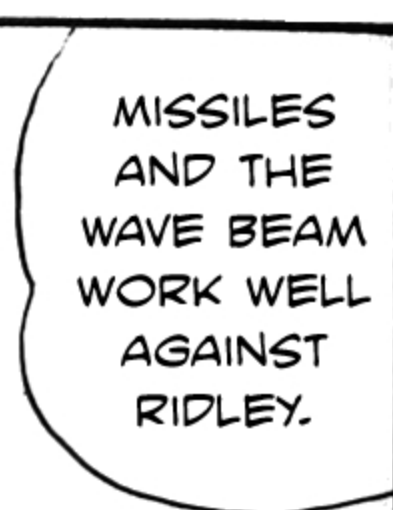




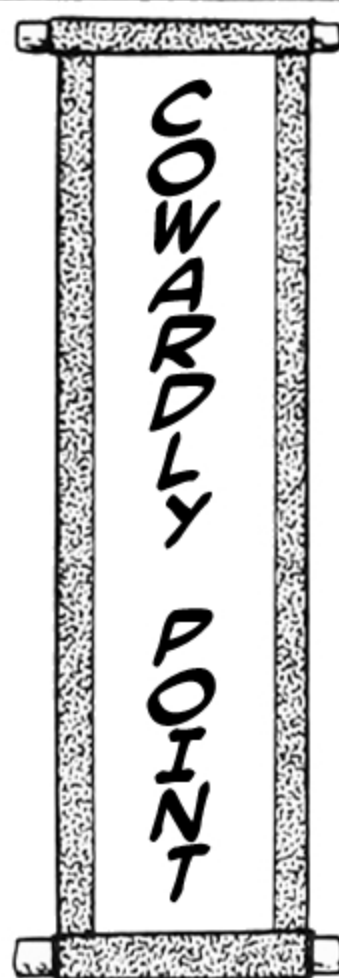
HOWEVER,
THE FIREBALLS
WON'T GET
YOU WITH THIS
STRATEGY!!



THOUGH IF YOU
ATTACK FROM THE
FRONT, YOU'LL TAKE
CONSIDERABLE
DAMAGE FROM HIS
FIREBALL ATTACKS.



MISSILES
AND THE
WAVE BEAM
WORK WELL
AGAINST
RIDLEY.



GO ON
TO THE
NEXT
LEVEL



IF YOU SHOOT
WHILE JUMPING
IN THE LAVA, YOU
WON'T TAKE AS
MUCH DAMAGE AS
YOU WOULD FROM
THE FIREBALLS.

ATTACK
RIDLEY
FROM
BENEATH
THE
FLOOR!!

COWARD!

YEEAH!!



I
BEAT
RIDLEY!!

I
DID
IT!!

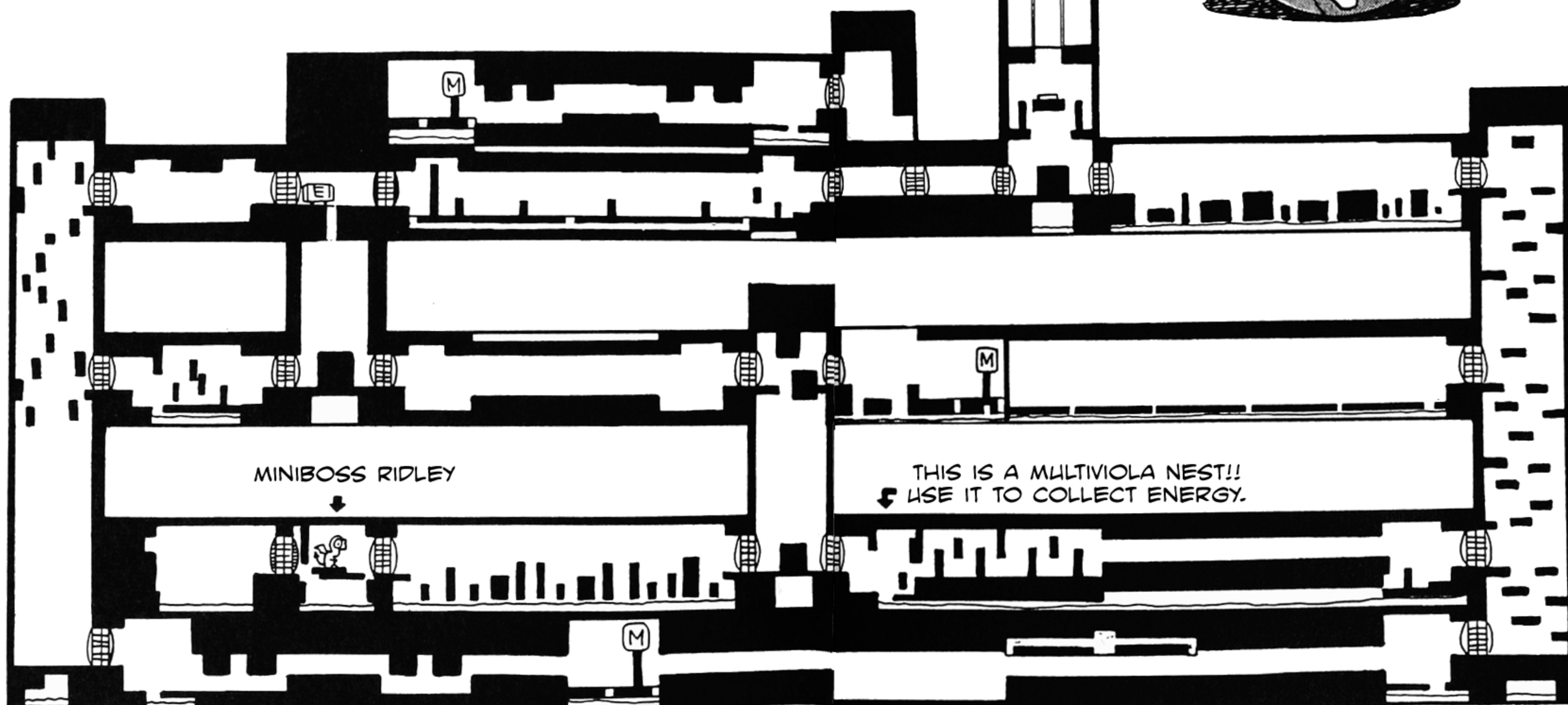
THIS IS THE NORFAIR MINIBOSS CAVE!!

M MISSILE **E** ENERGY TANK

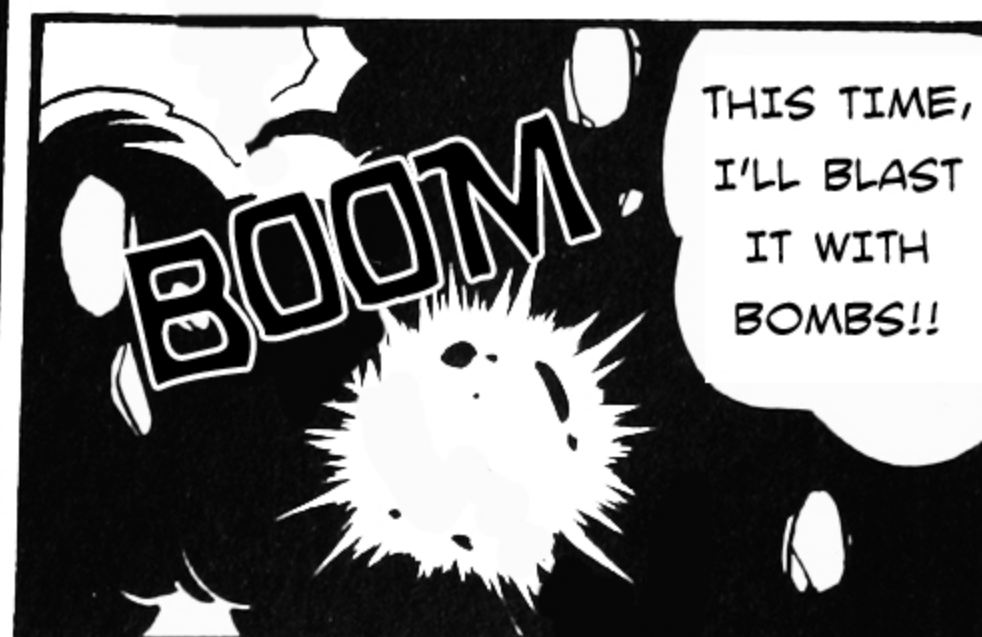
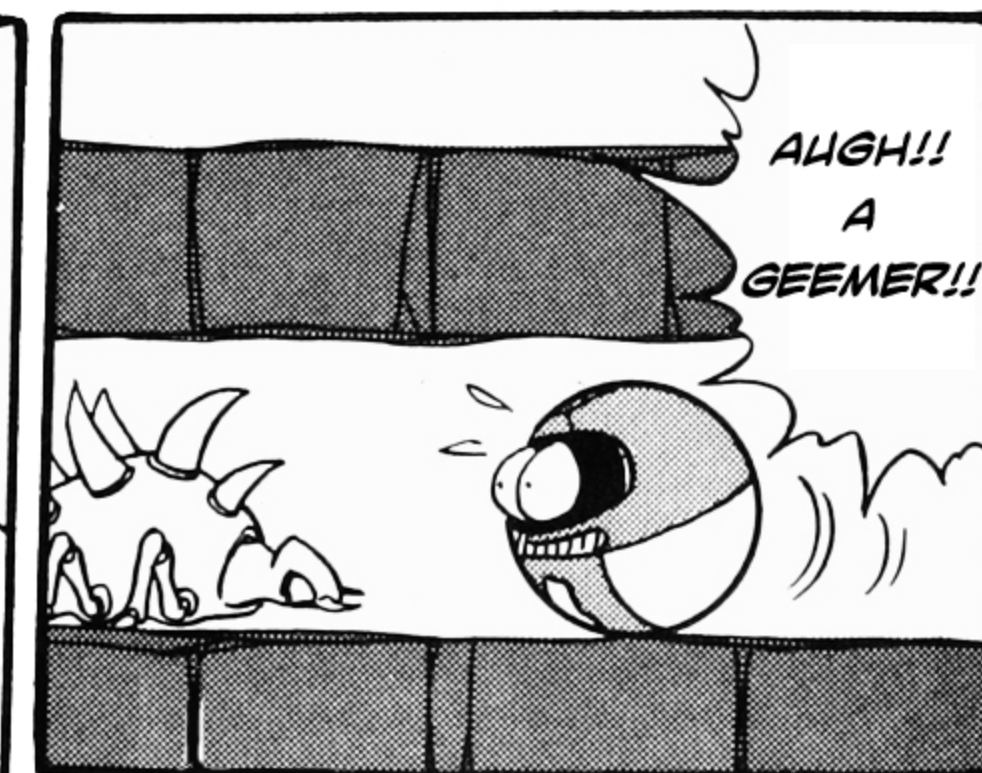
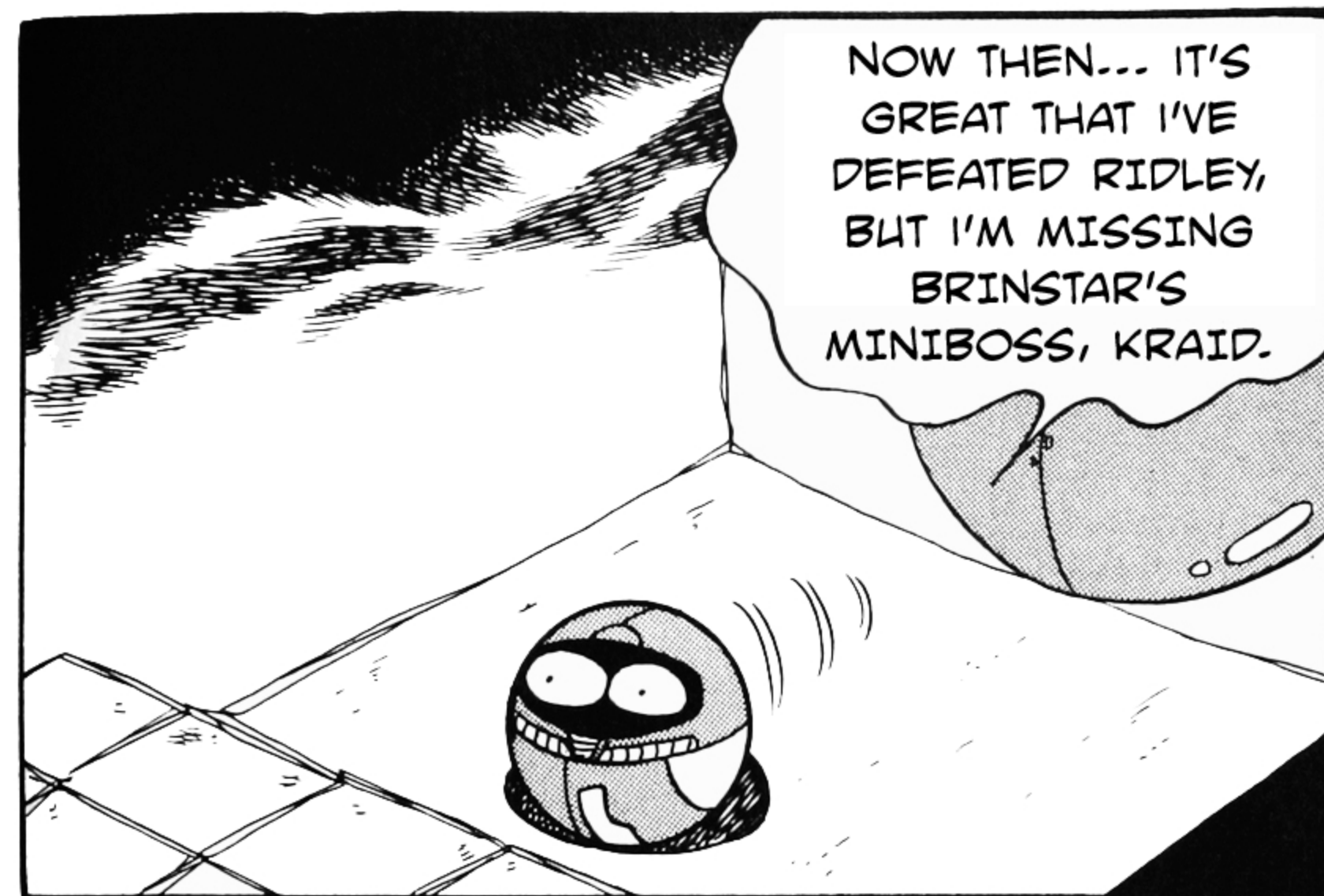
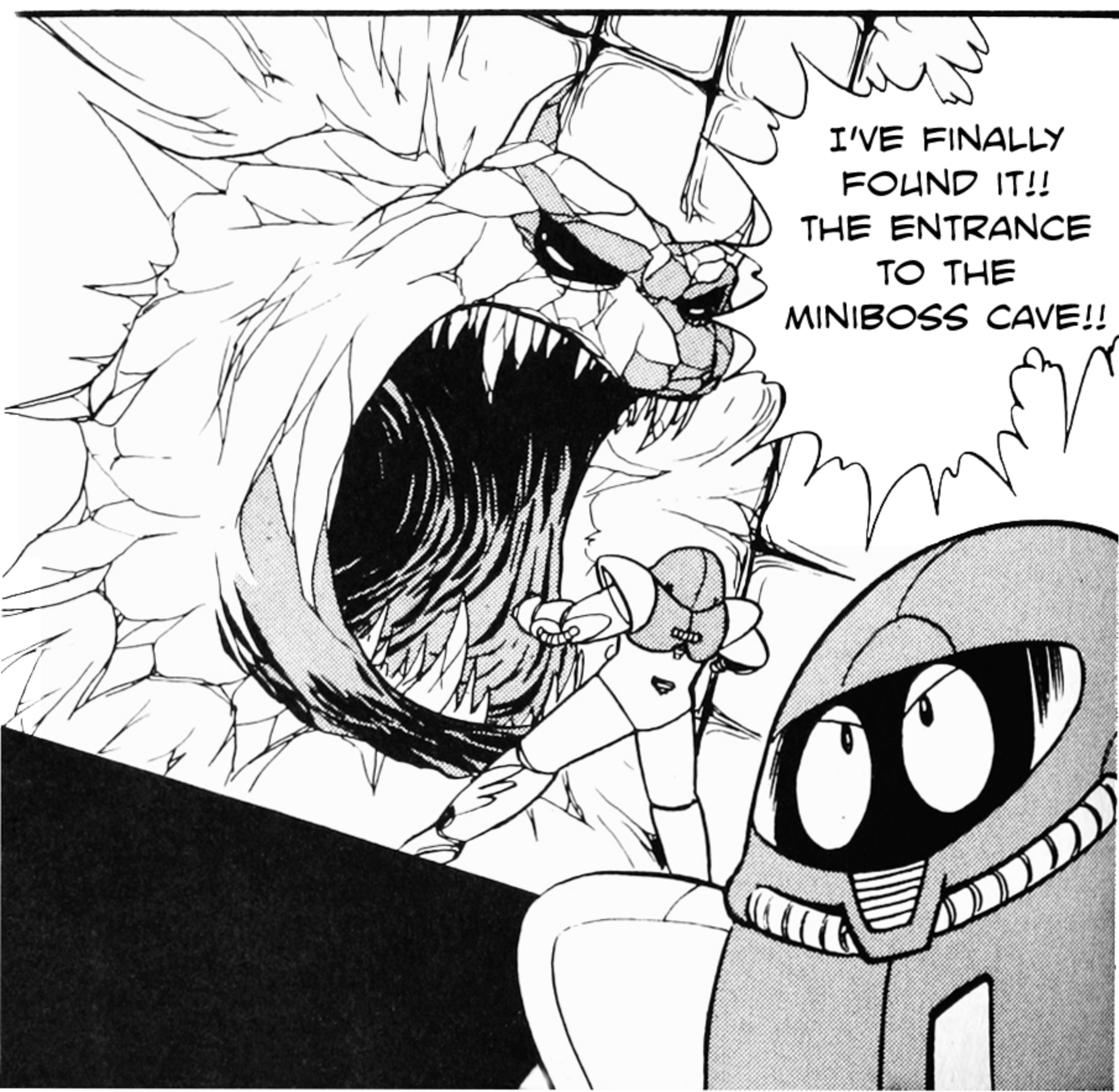
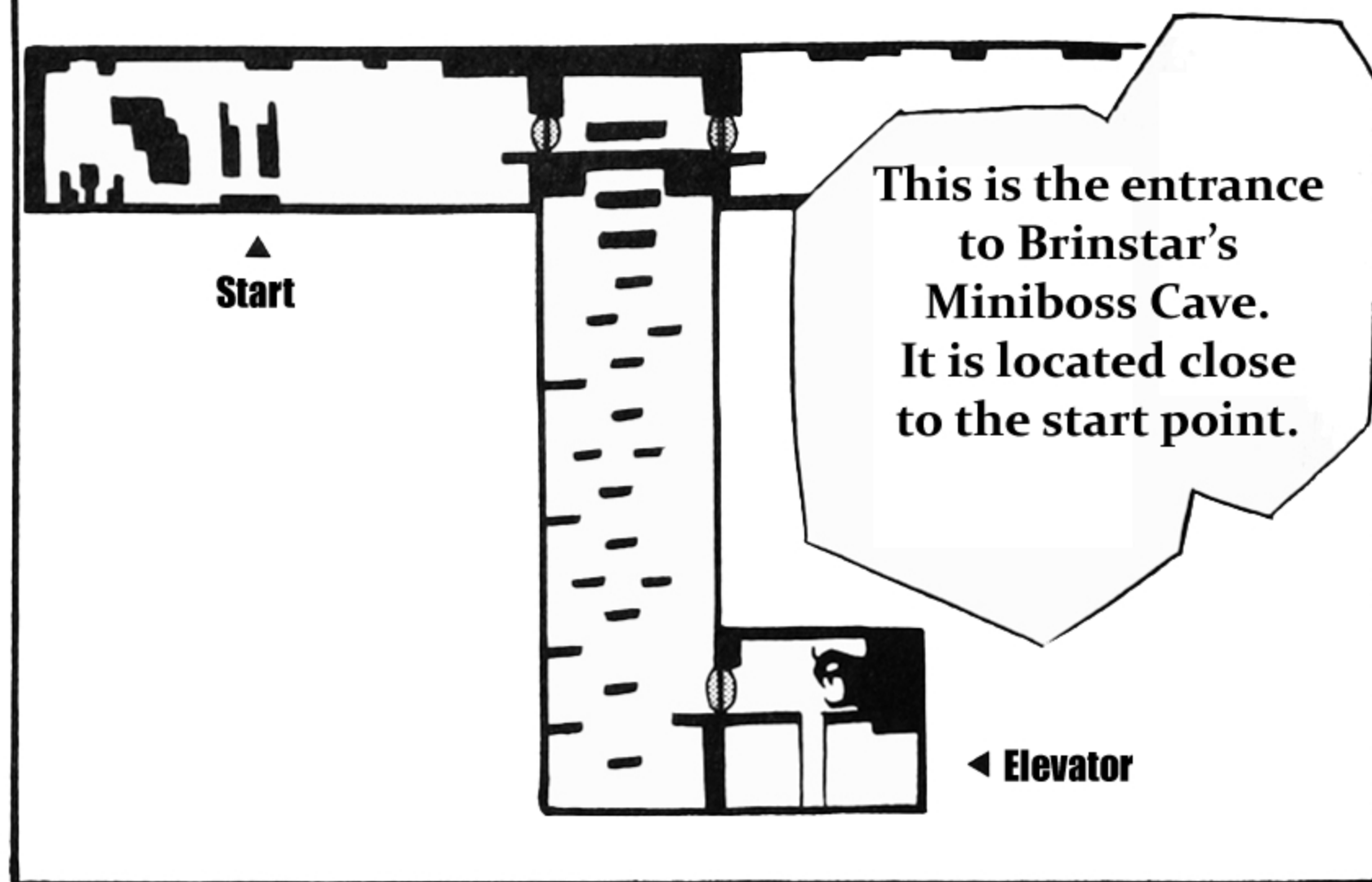
BLUE DOOR
(1 SHOT)

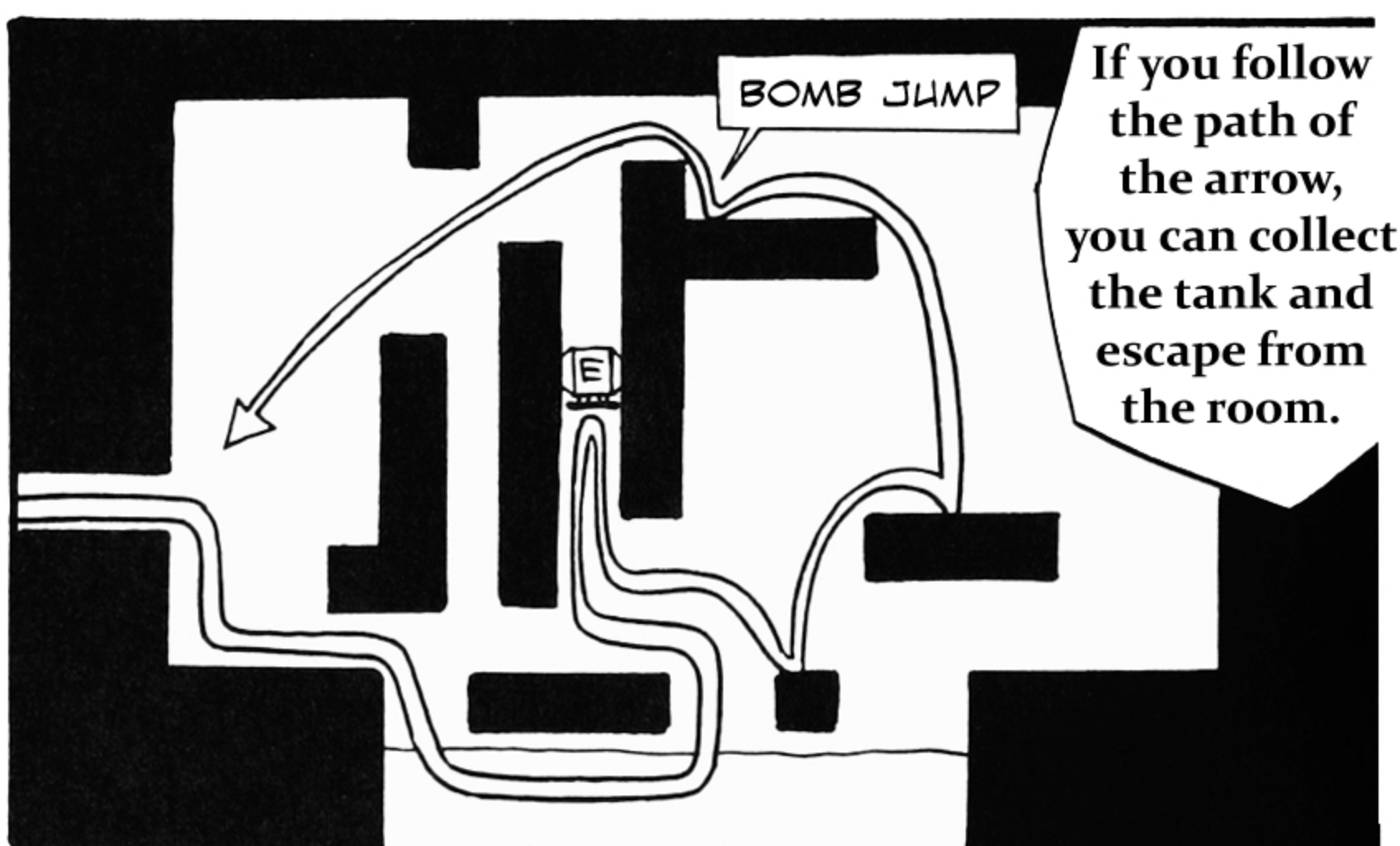
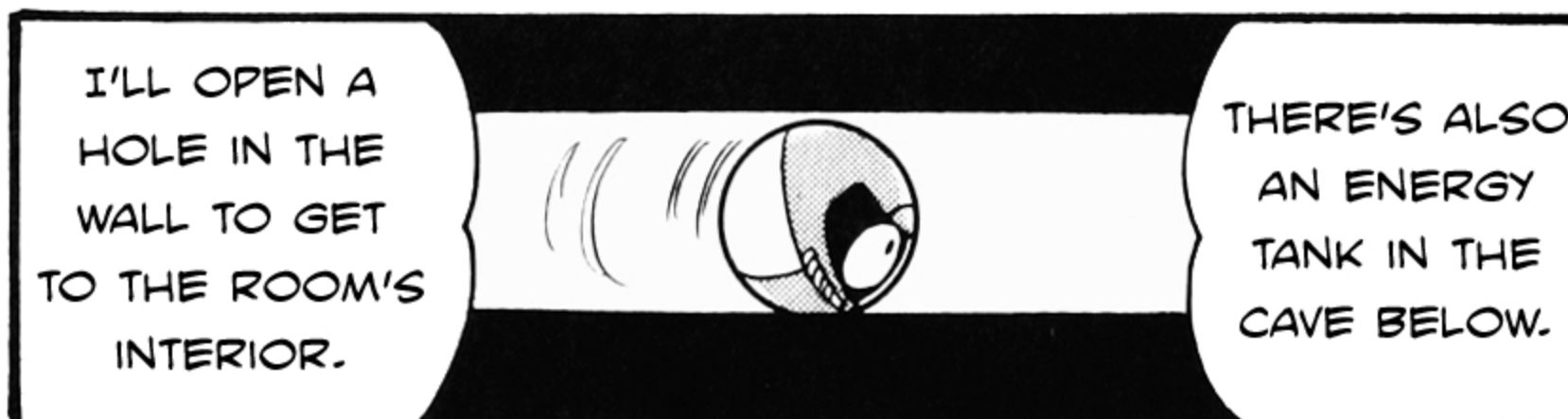
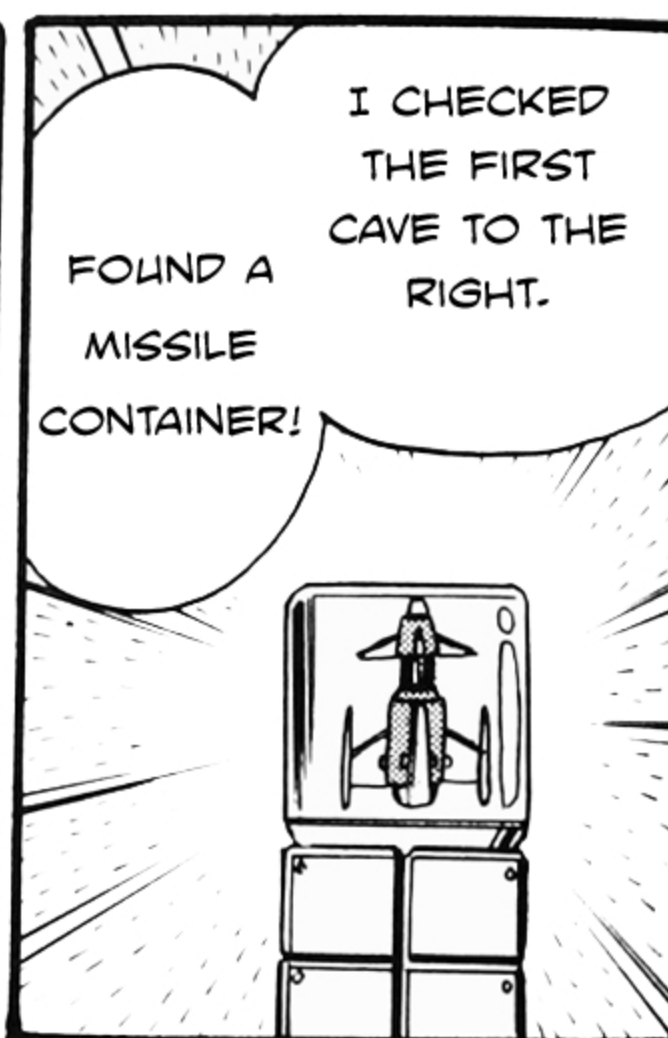
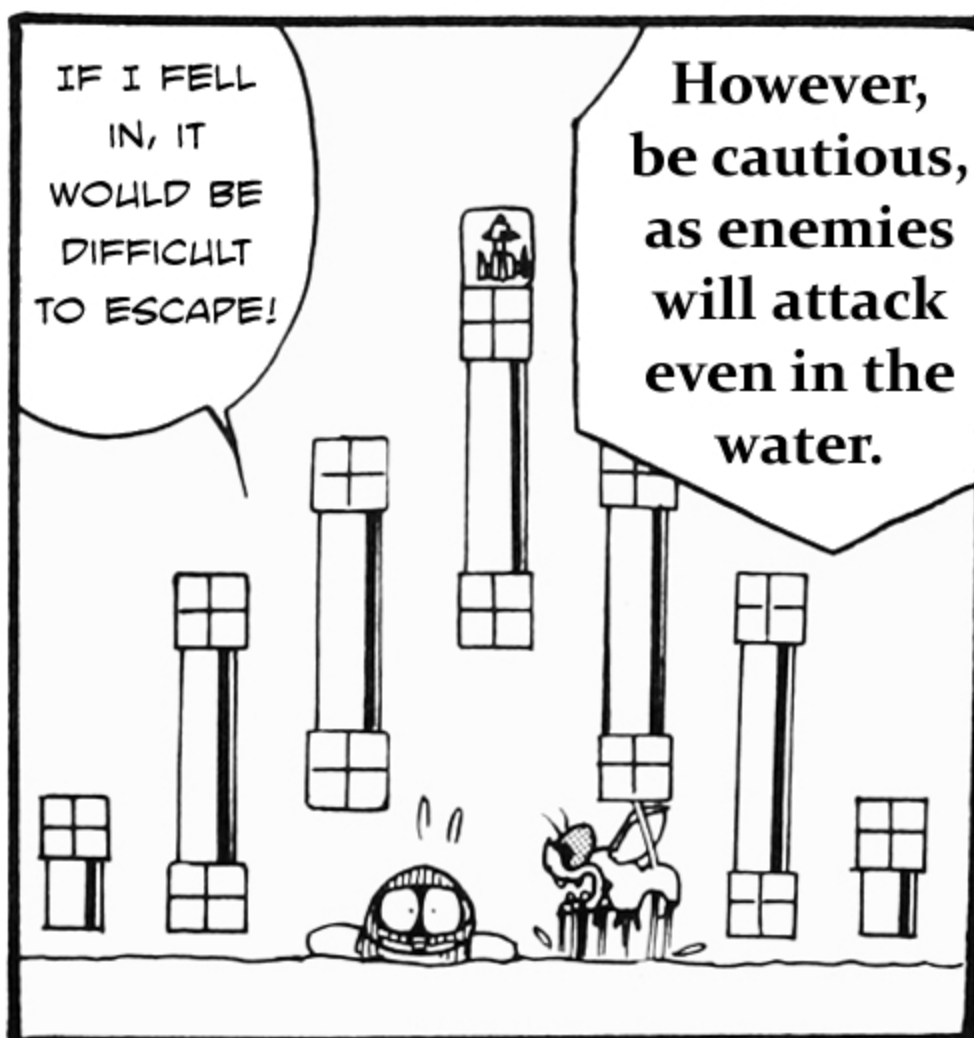
RED DOOR
(5 MISSILES)

To Norfair
Map B (P.112)



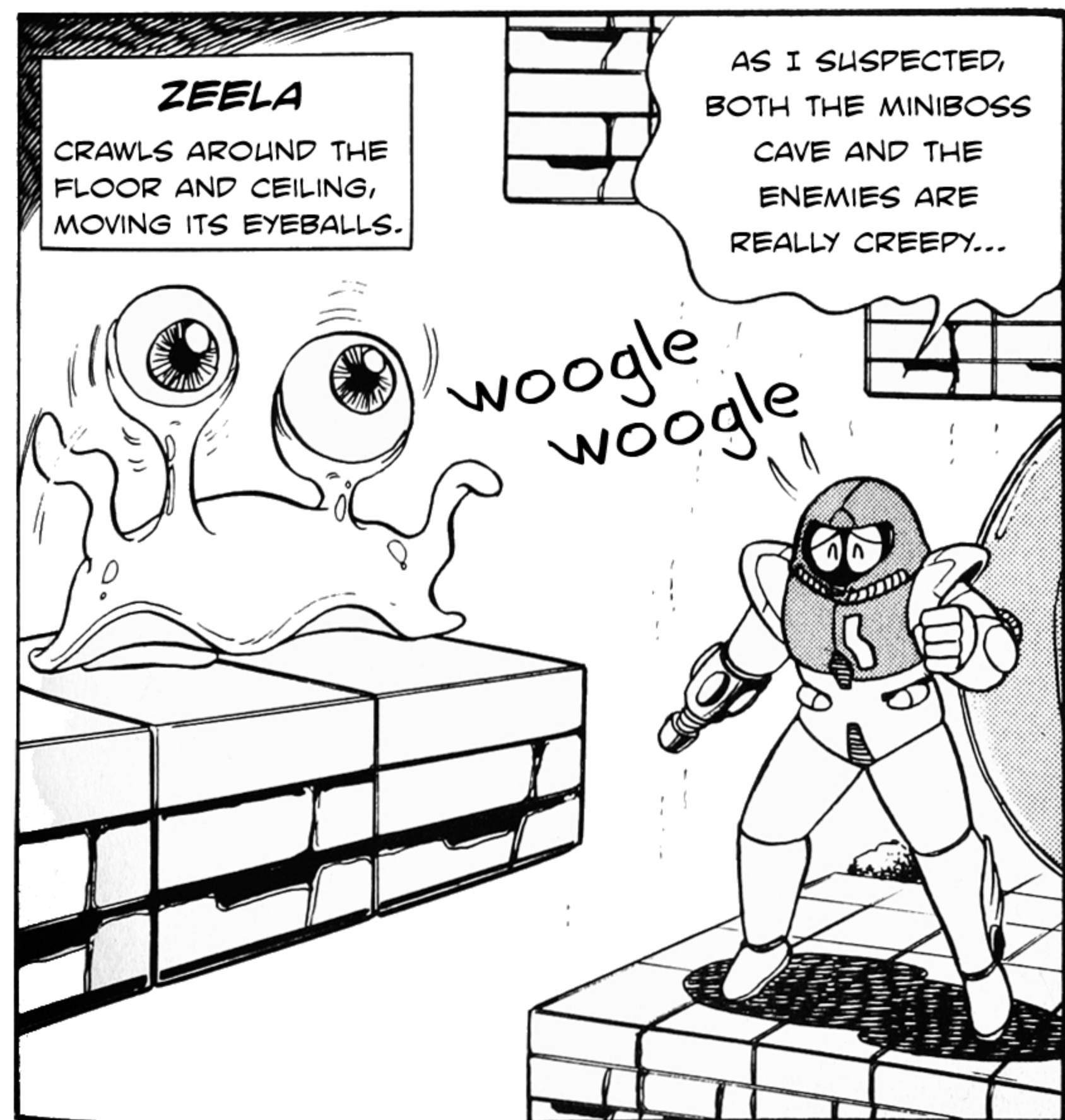
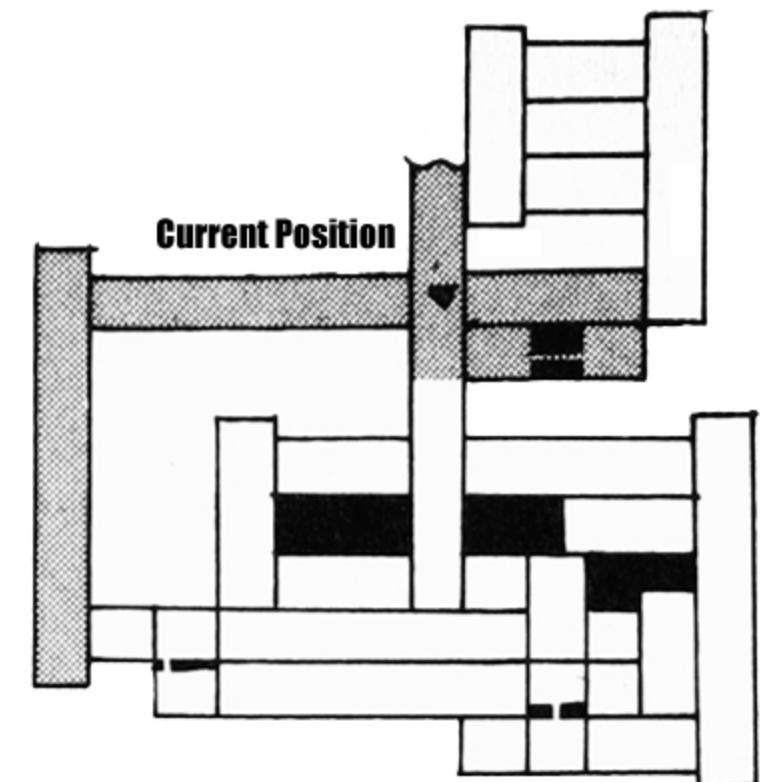
THE BOTTOM IS A ZEB NEST!! AS THE PASSAGES
ARE NARROW, IT'S EASY TO TAKE DAMAGE!!





BRINSTAR

MINIBOSS CAVE 1



**GRAAH
GRAAH**

HM!?

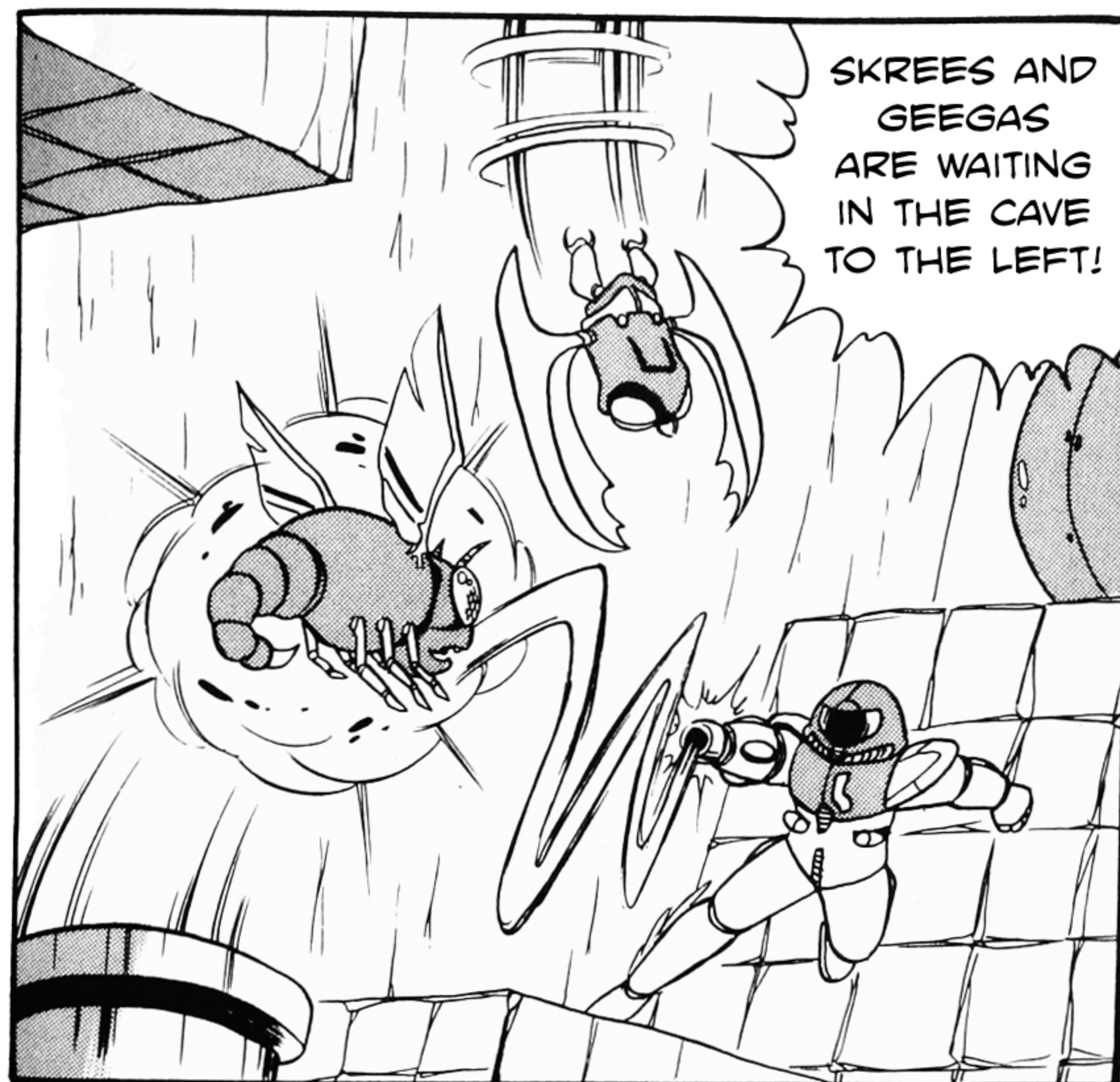
I EXITED
THE WALL
AND
THERE'S
ANOTHER
MISSILE!!

UH-OH!
SIDE-
HOP-
PERS!!

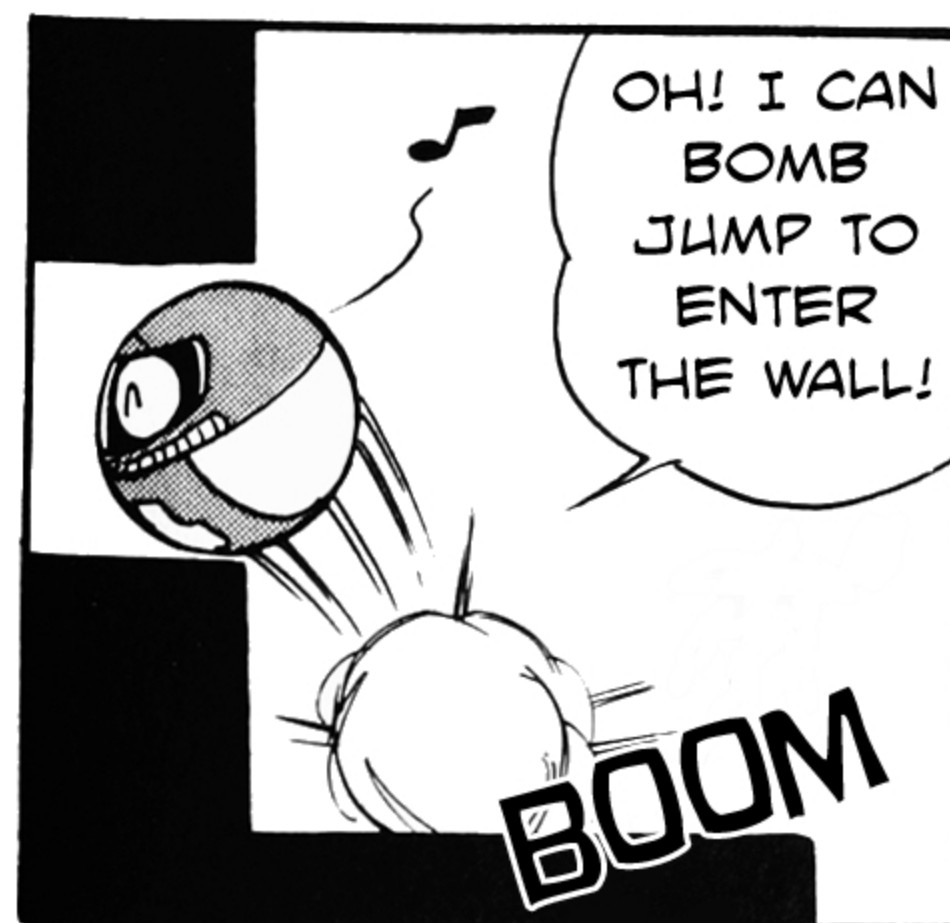
boing!

SIDEHOPPER

THIS TOUGH ENEMY
HOPS AND JUMPS
WHEN ATTACKING.



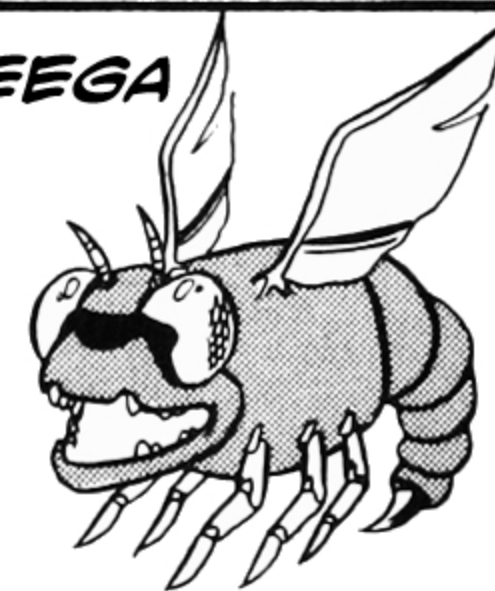
SKREES AND
GEEGAS
ARE WAITING
IN THE CAVE
TO THE LEFT!



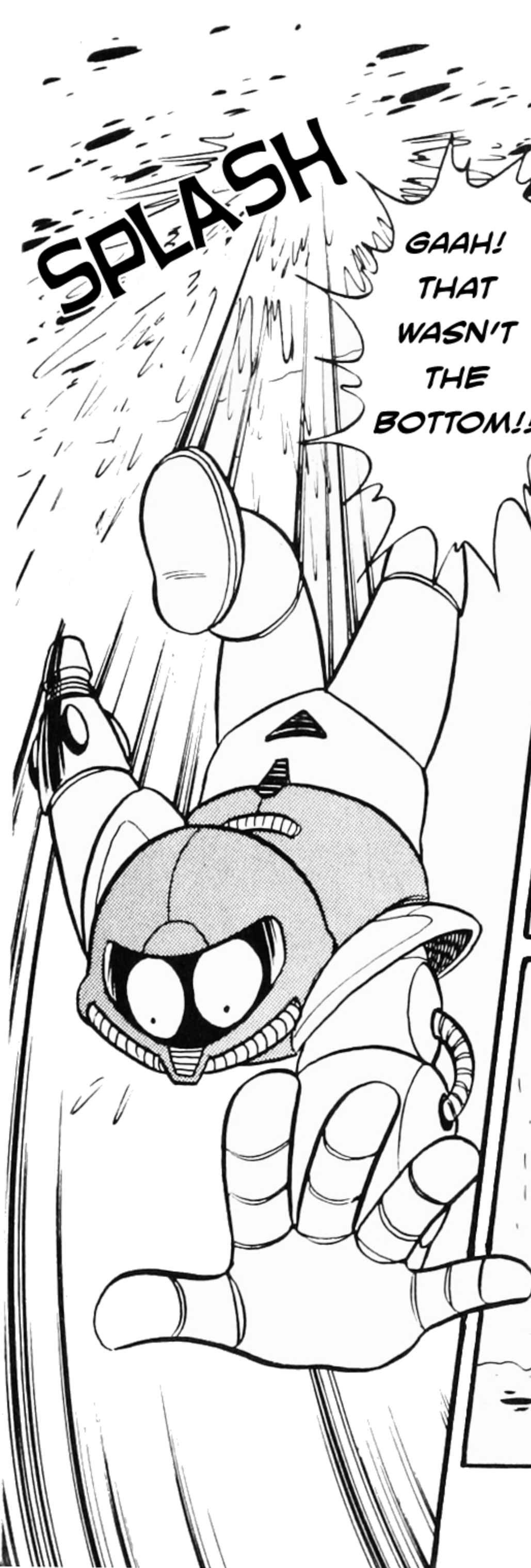
OH! I CAN
BOMB
JUMP TO
ENTER
THE WALL!

BOOM

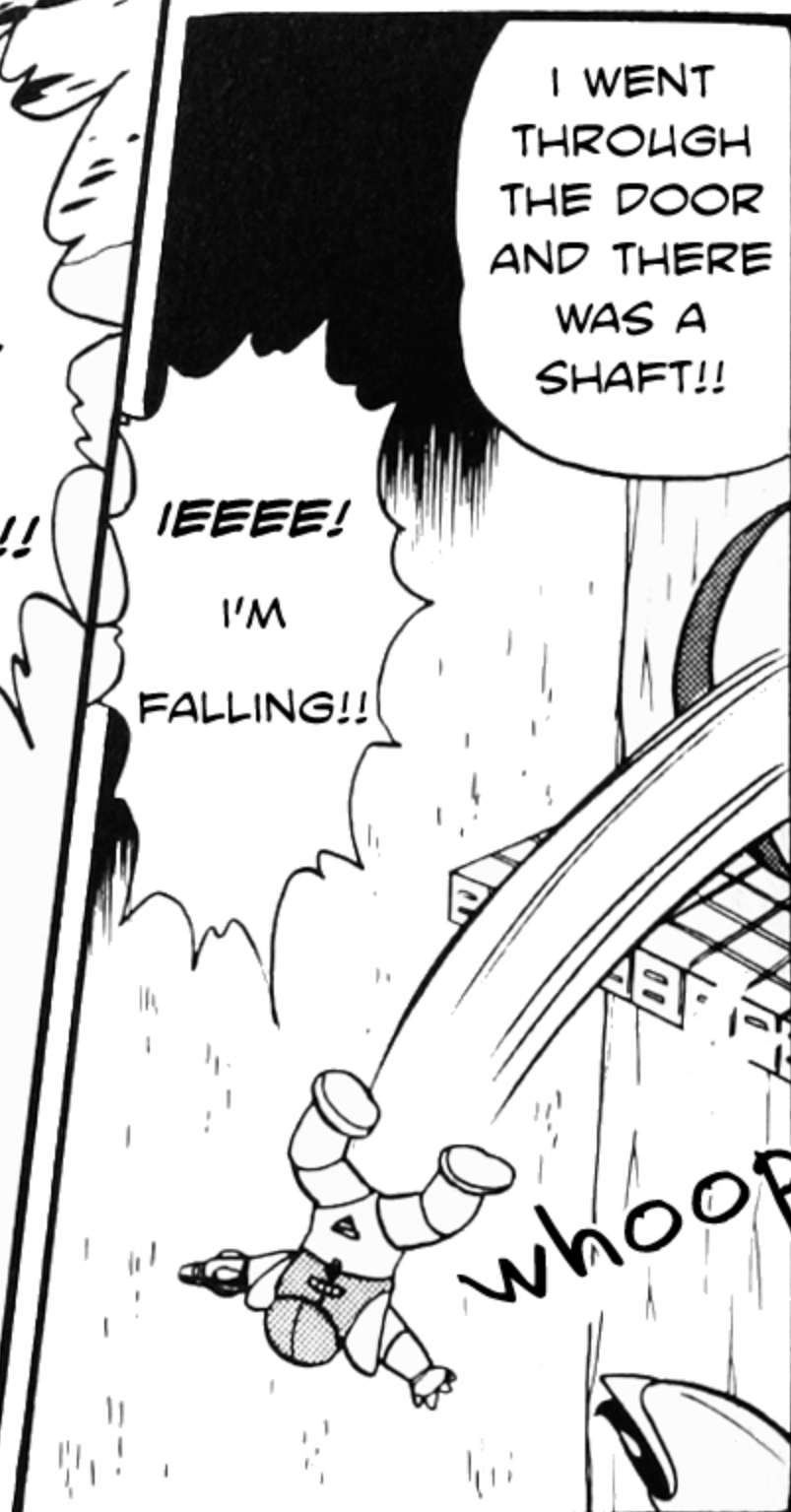
GEEGA



FLIES OUT OF THE VENTS.
AS THEY ARE WEAK, IT
IS EASY TO COLLECT
ENERGY FROM THEM.

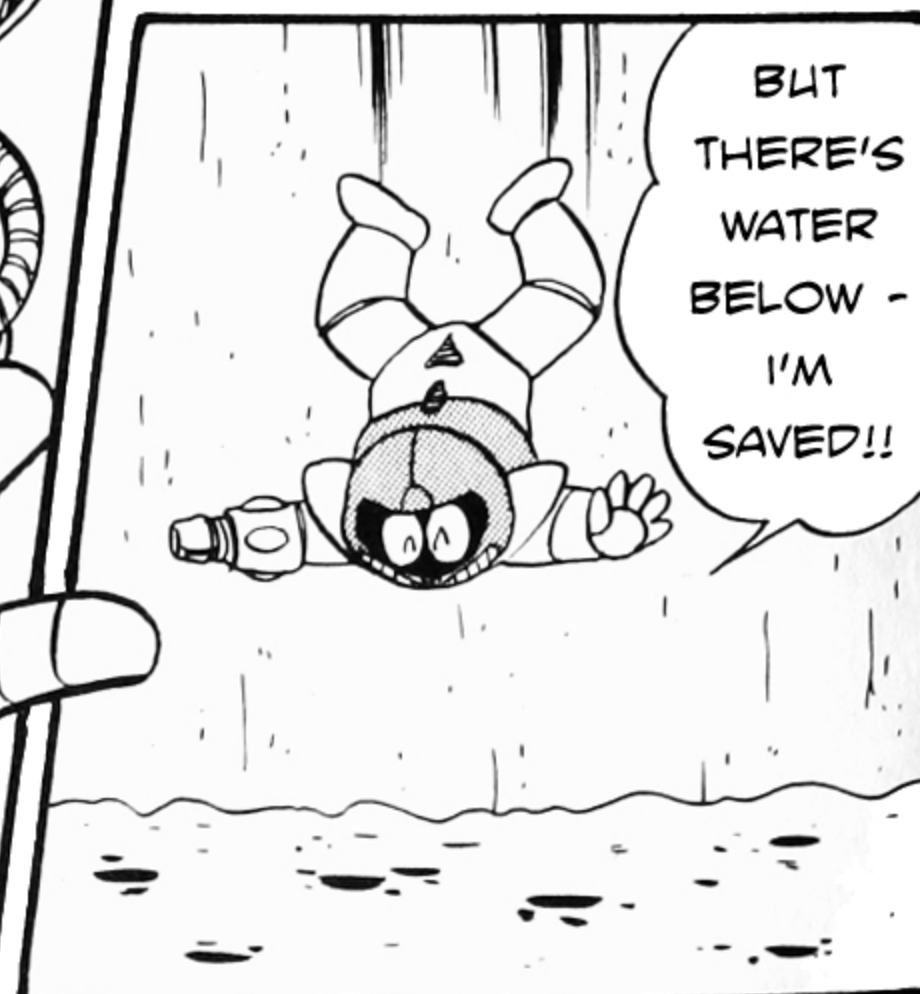


GAAH!
THAT
WASN'T
THE
BOTTOM!!

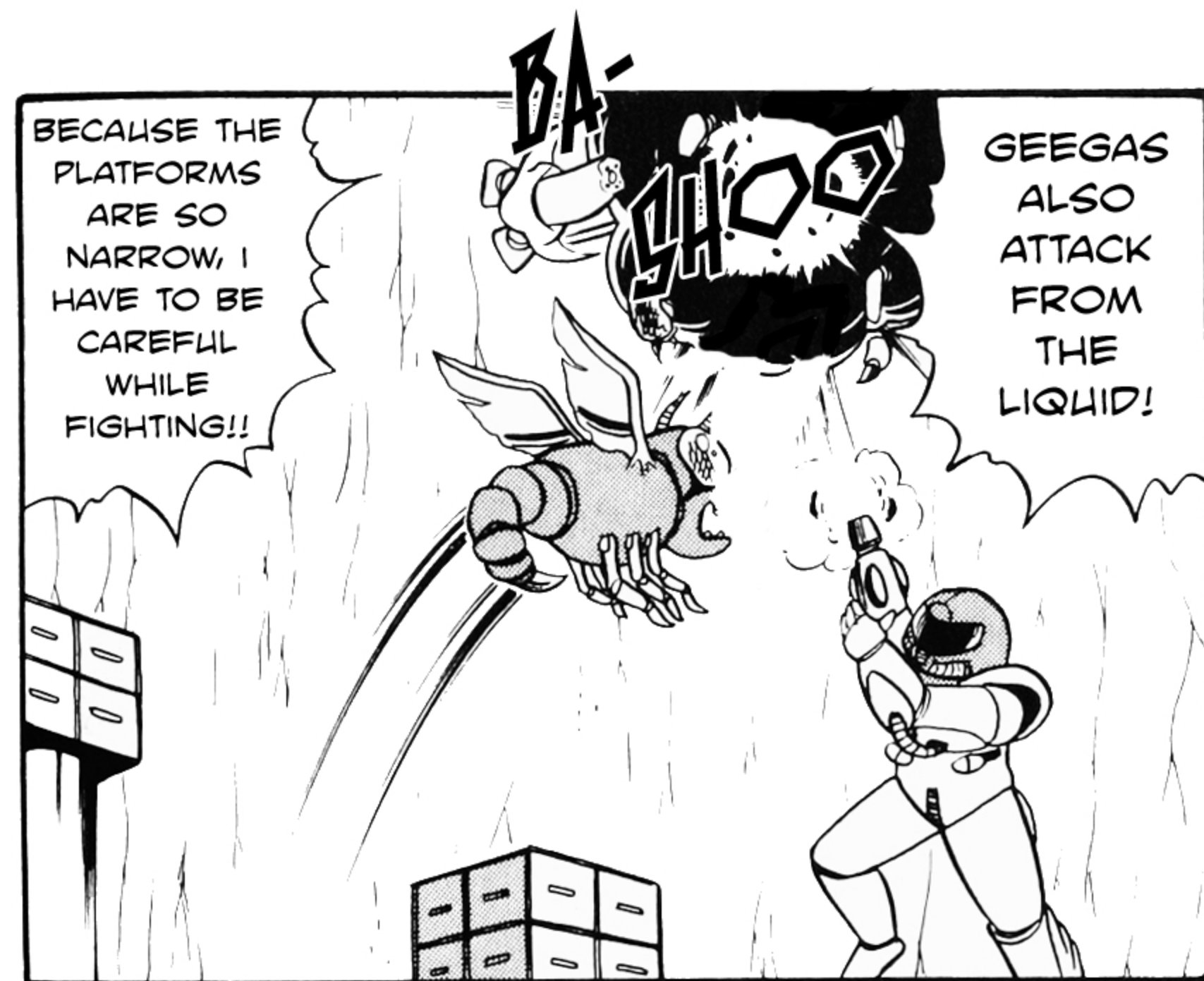


IEEEE!
I'M
FALLING!!

whoop

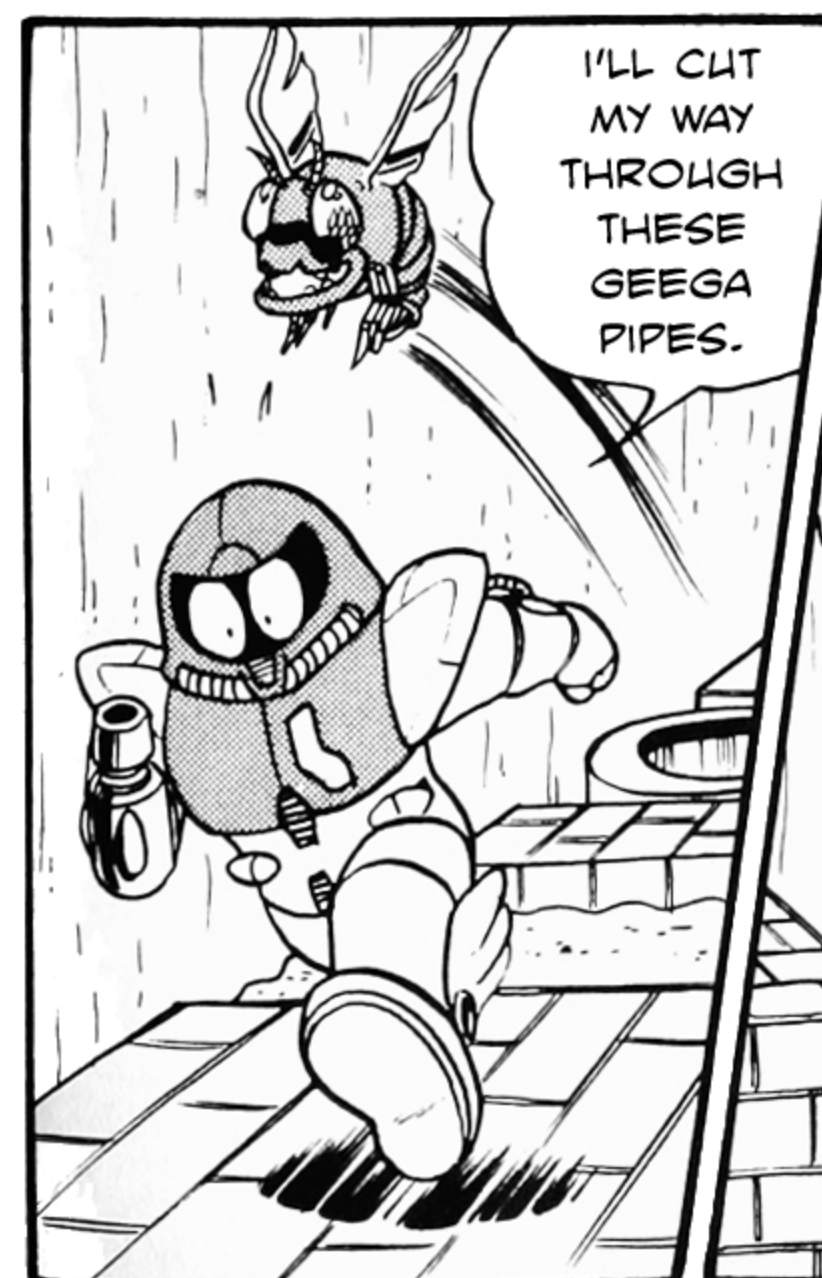


BUT
THERE'S
WATER
BELOW -
I'M
SAVED!!



BECAUSE THE
PLATFORMS
ARE SO
NARROW, I
HAVE TO BE
CAREFUL
WHILE
FIGHTING!!

GEEGAS
ALSO
ATTACK
FROM
THE
LIQUID!

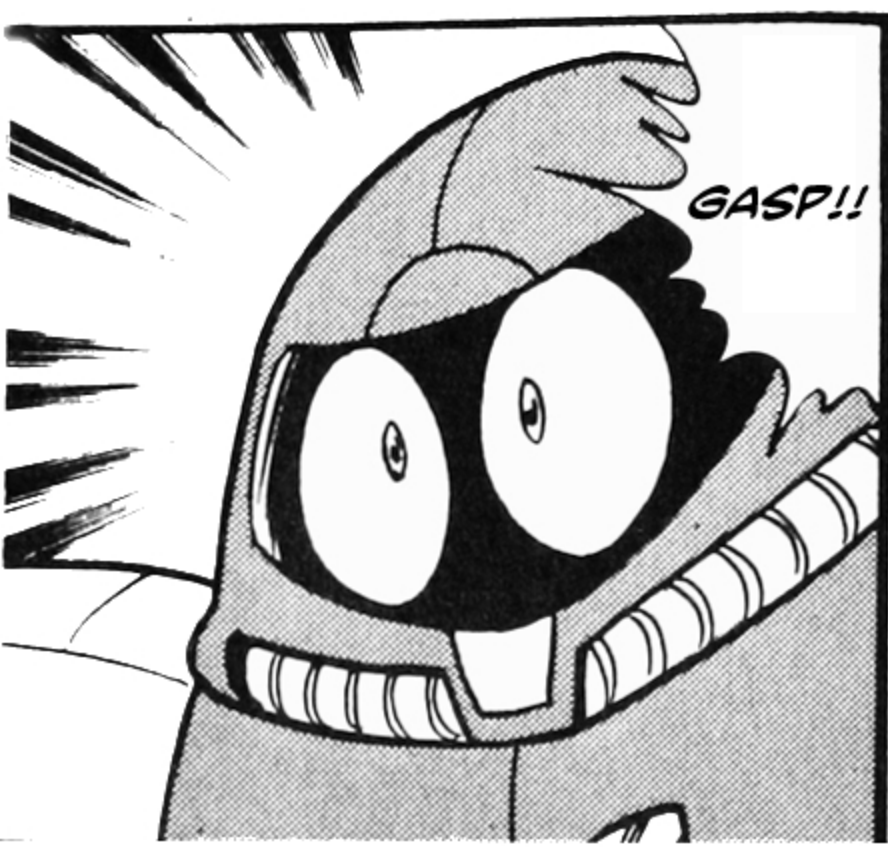
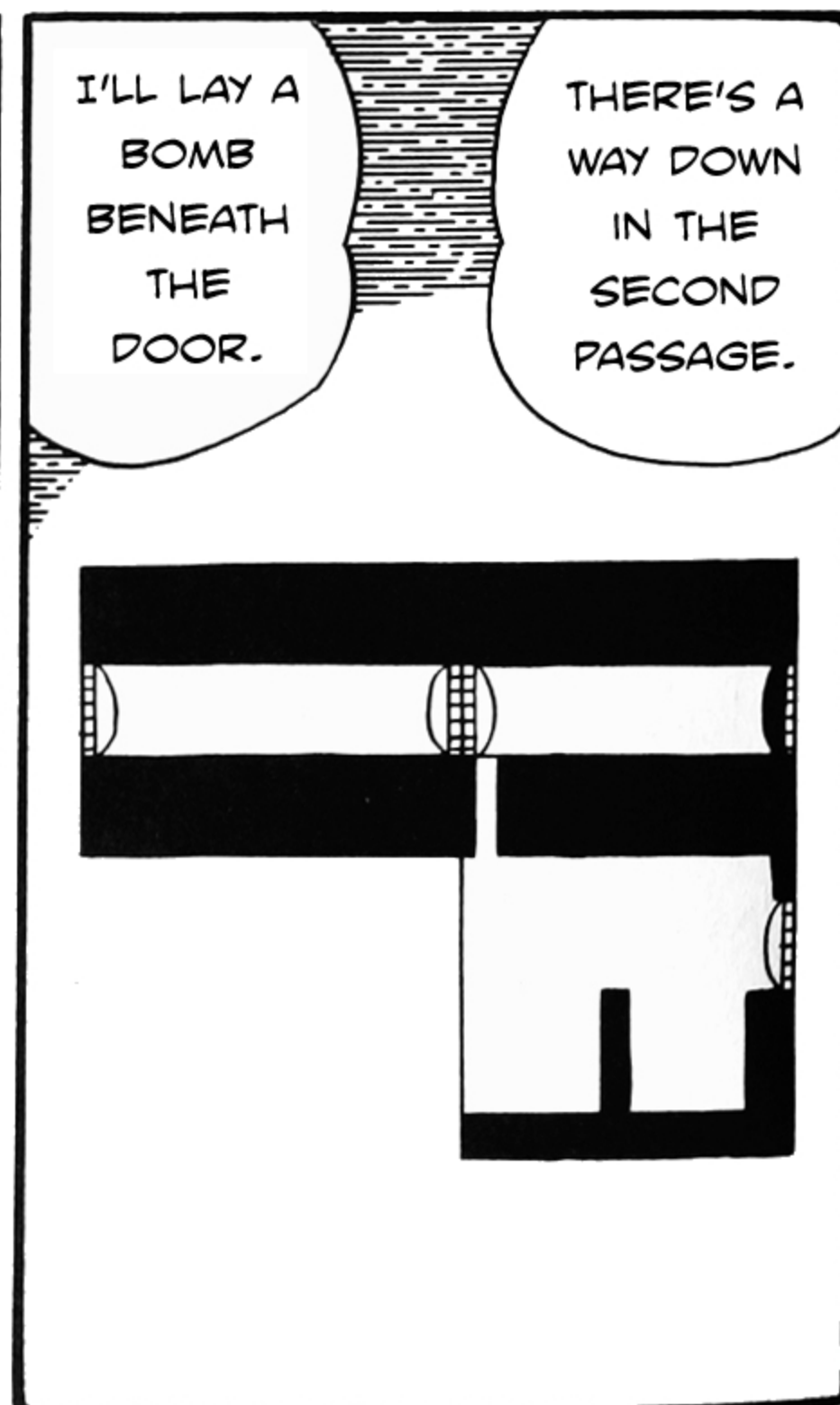
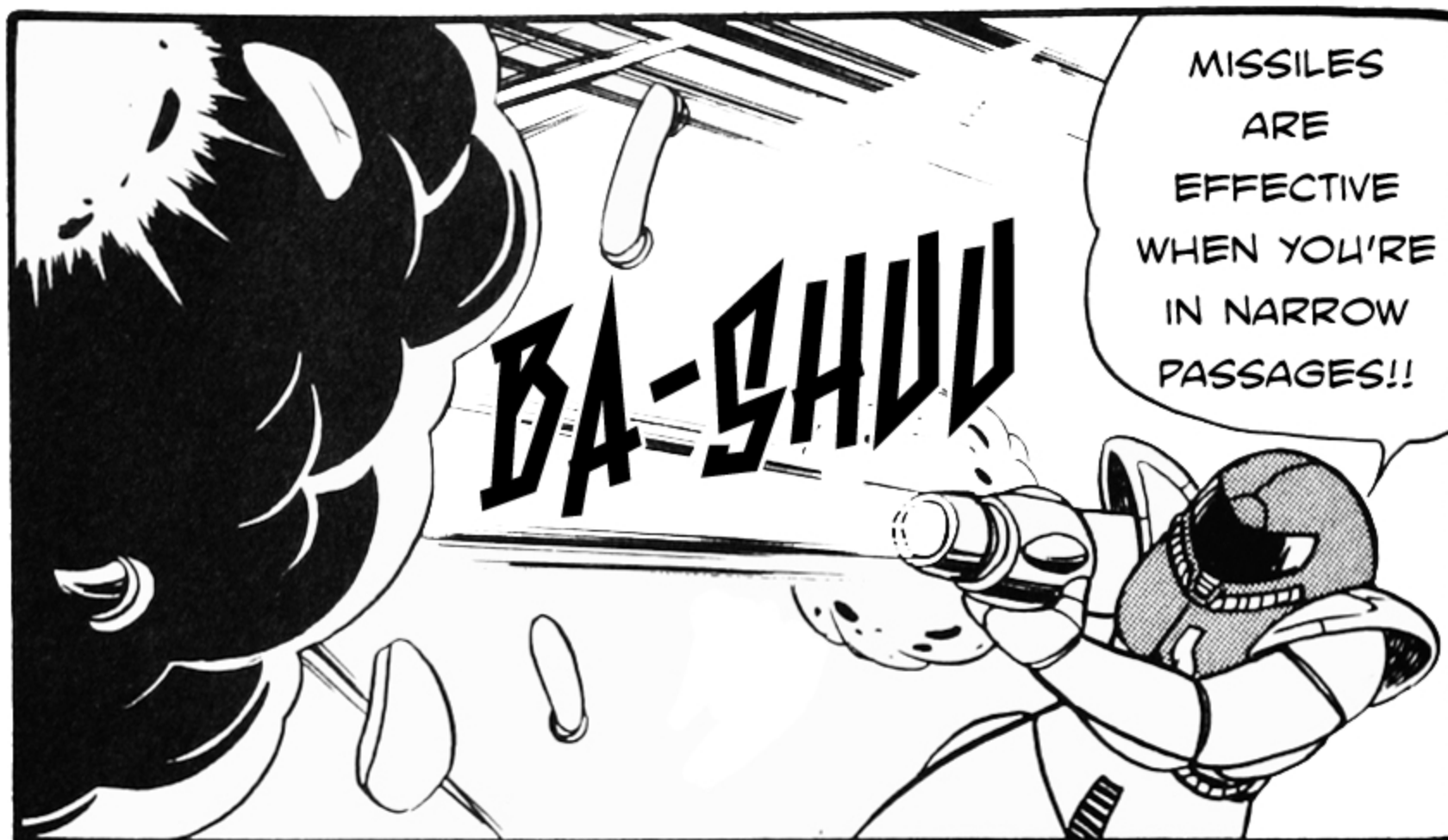


I'LL CUT
MY WAY
THROUGH
THESE
GEEGA
PIPES.

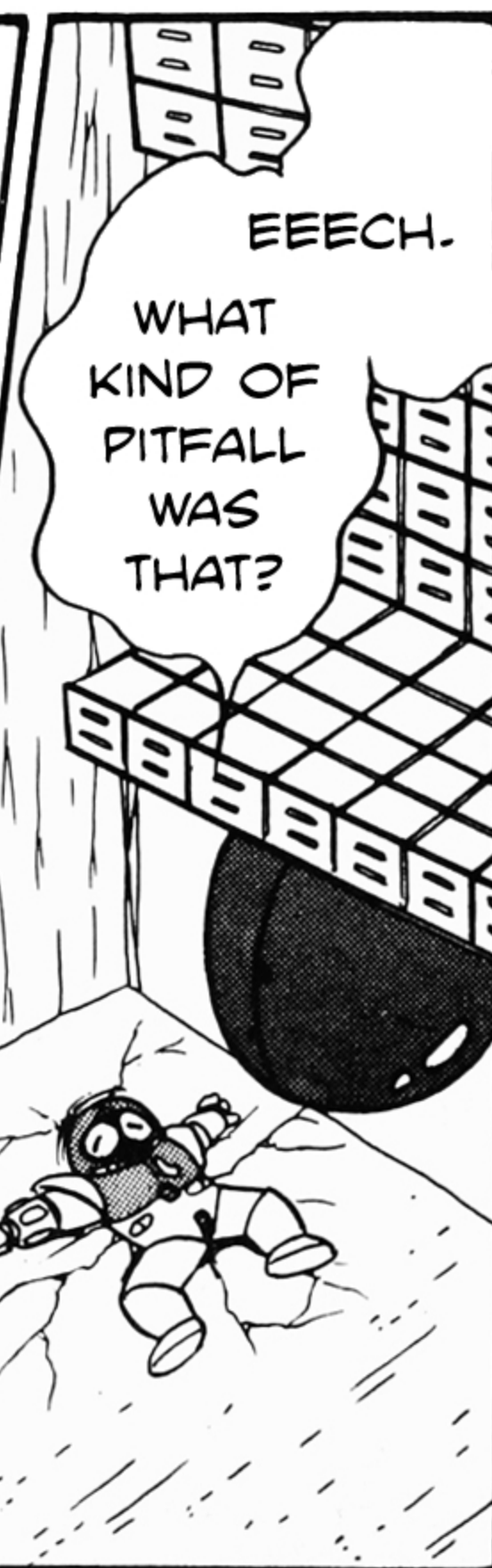
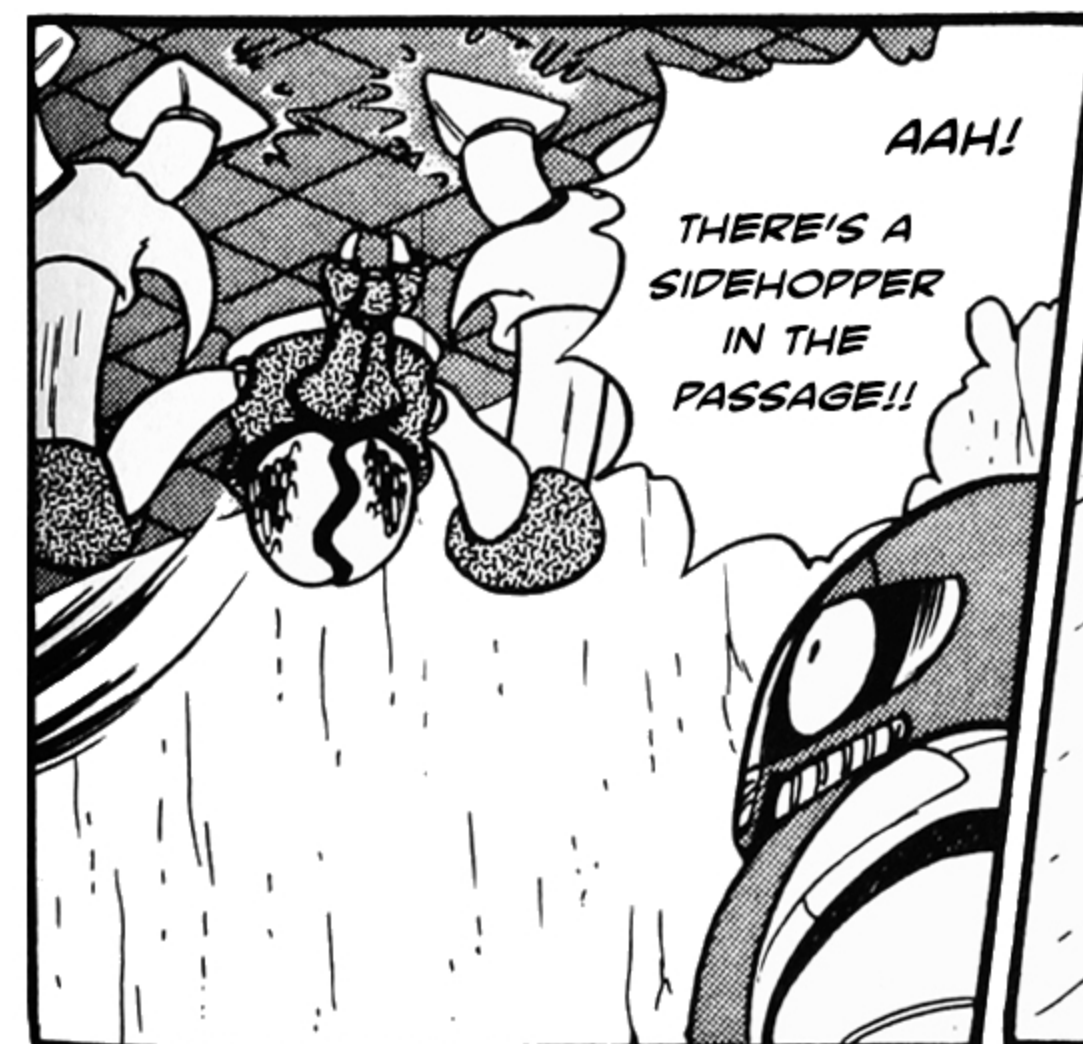
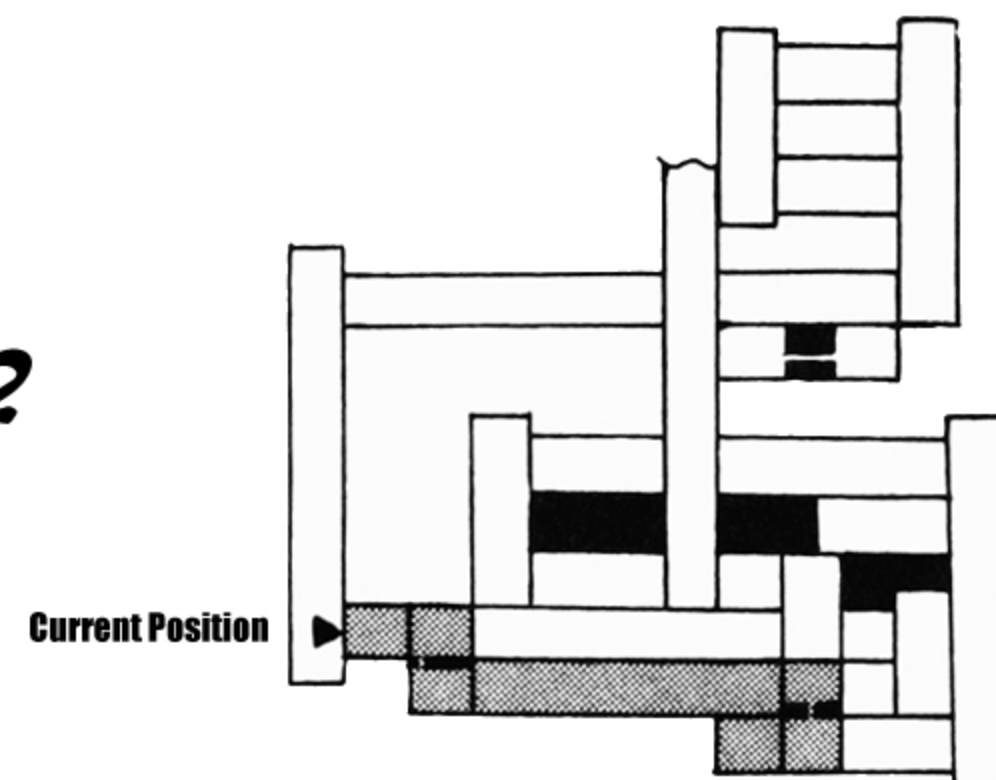


I FINALLY
GOT
SOME
MISSILES!!

YES!!



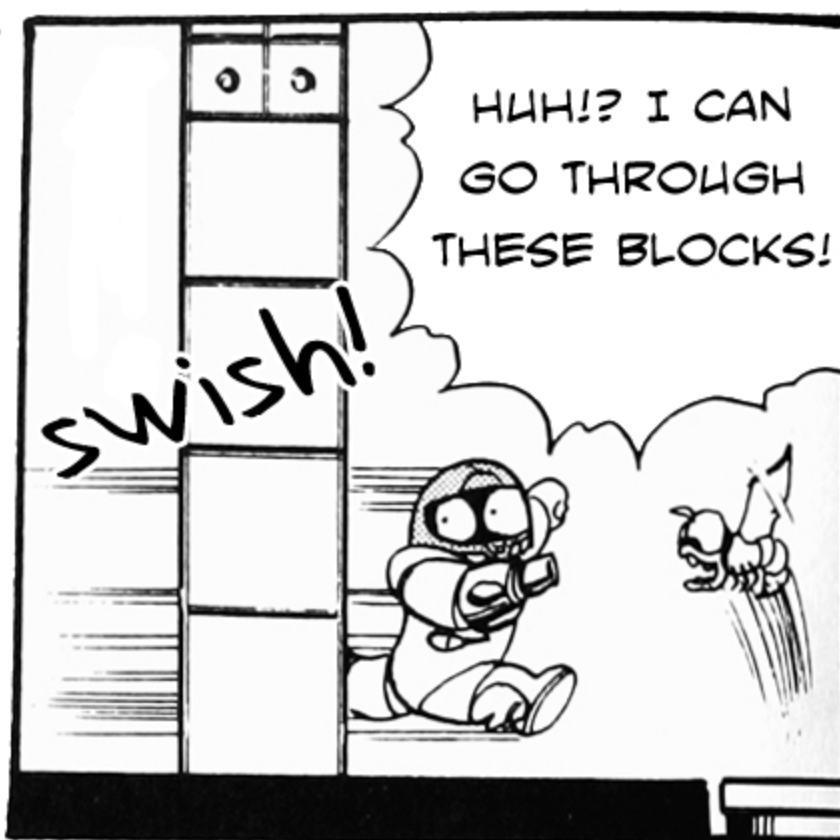
BRINSTAR MINIBOSS CAVE 2







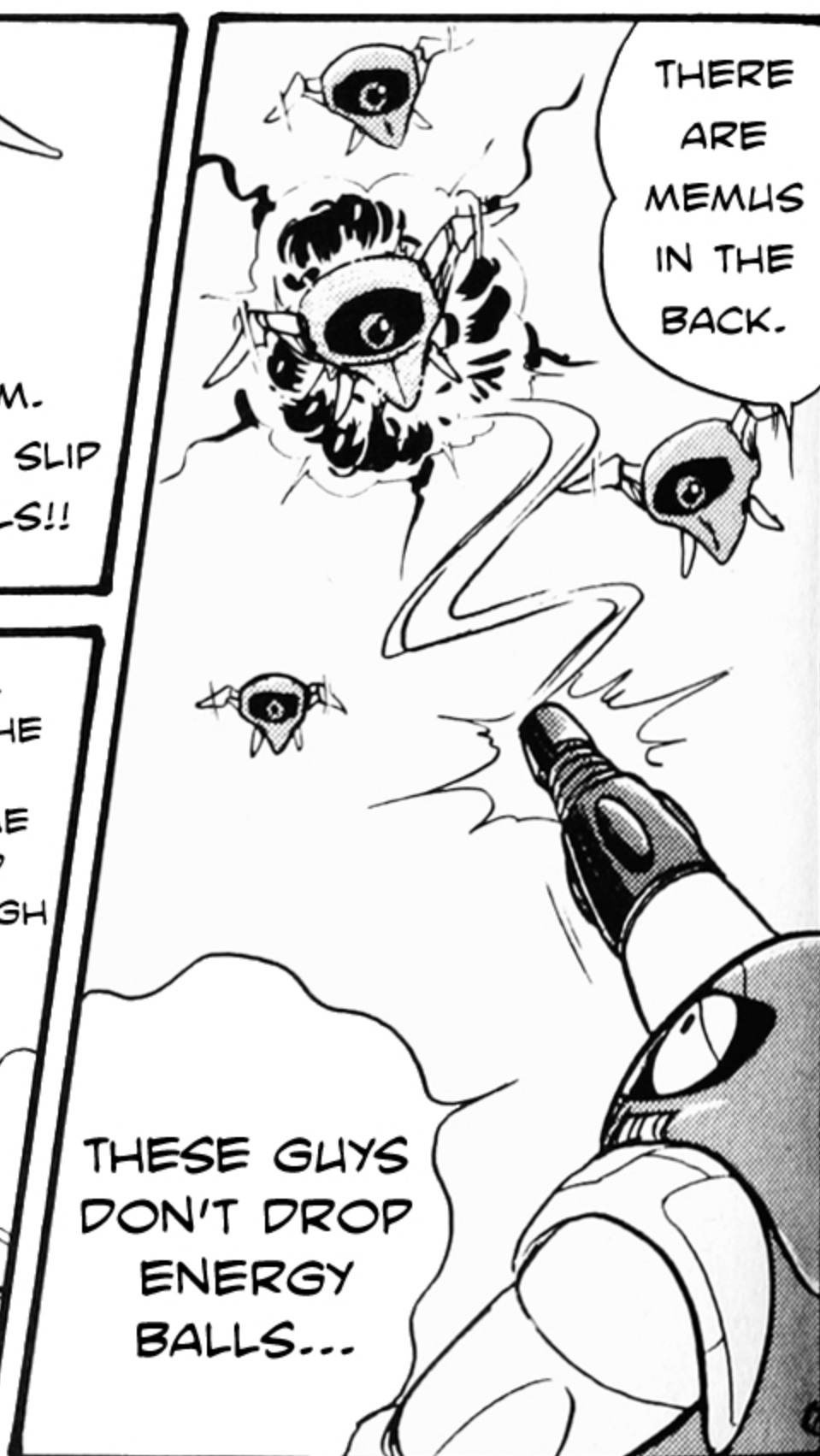
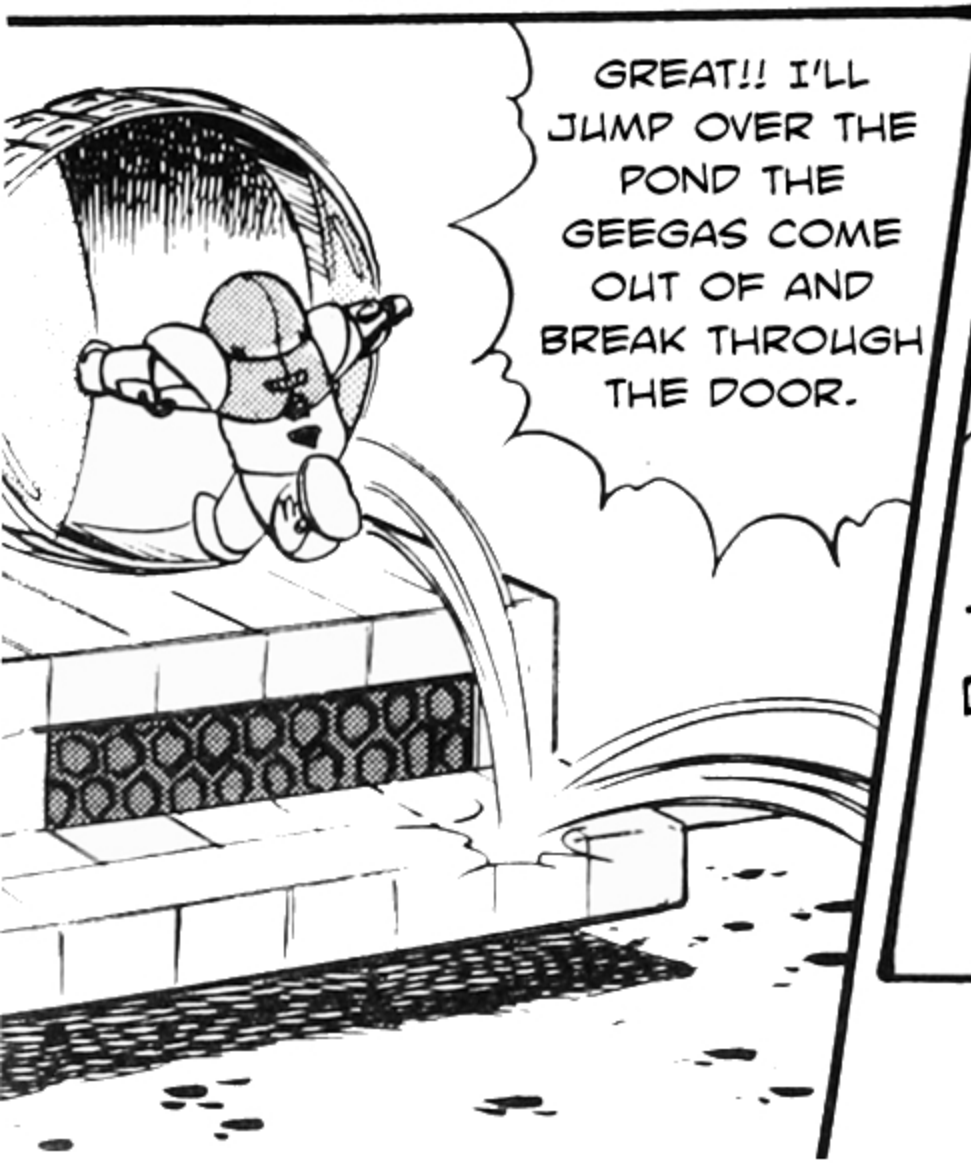
THESE
GEEGAS
ARE A
CINCH!!



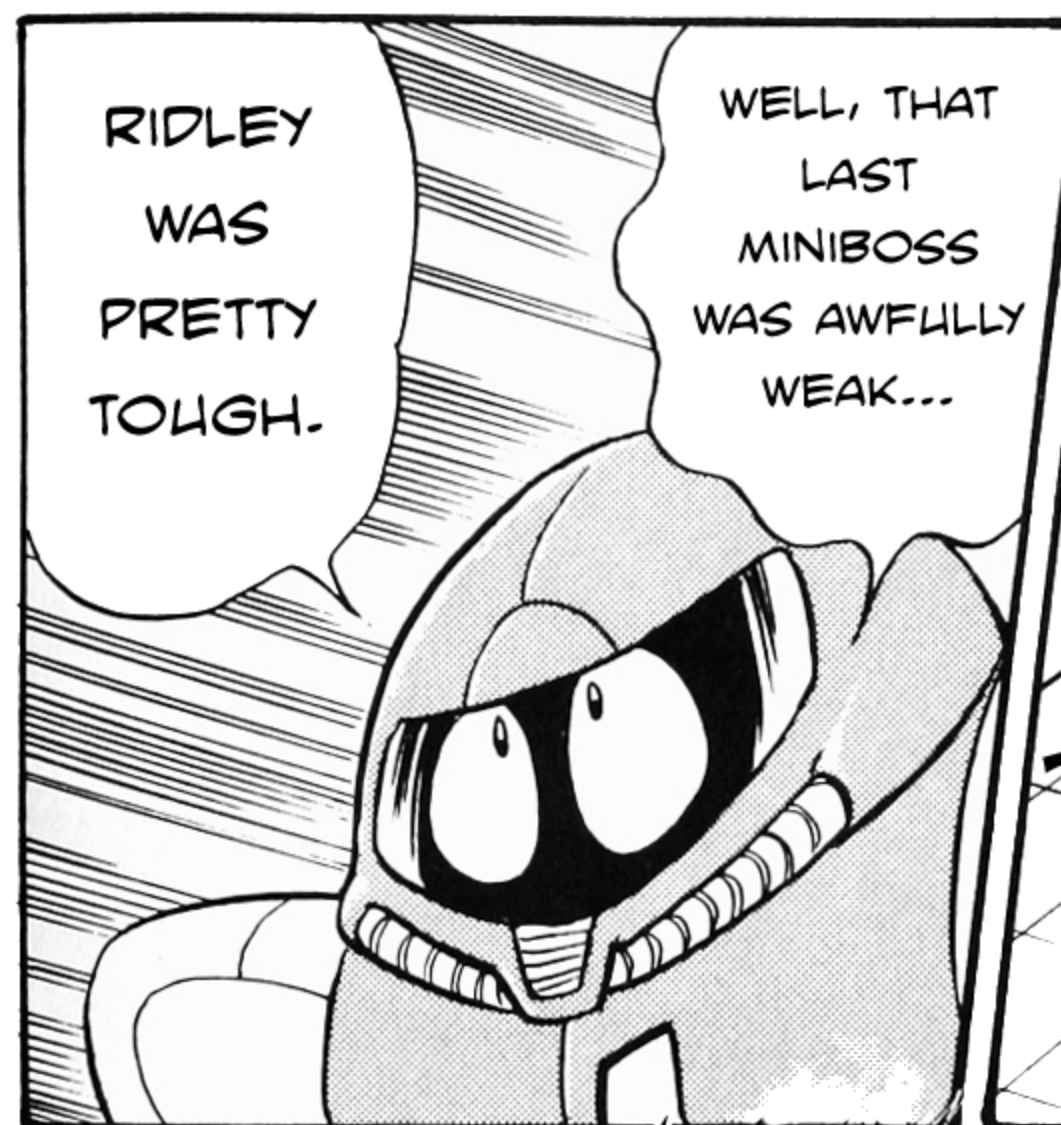
HUH!? I CAN
GO THROUGH
THESE BLOCKS!



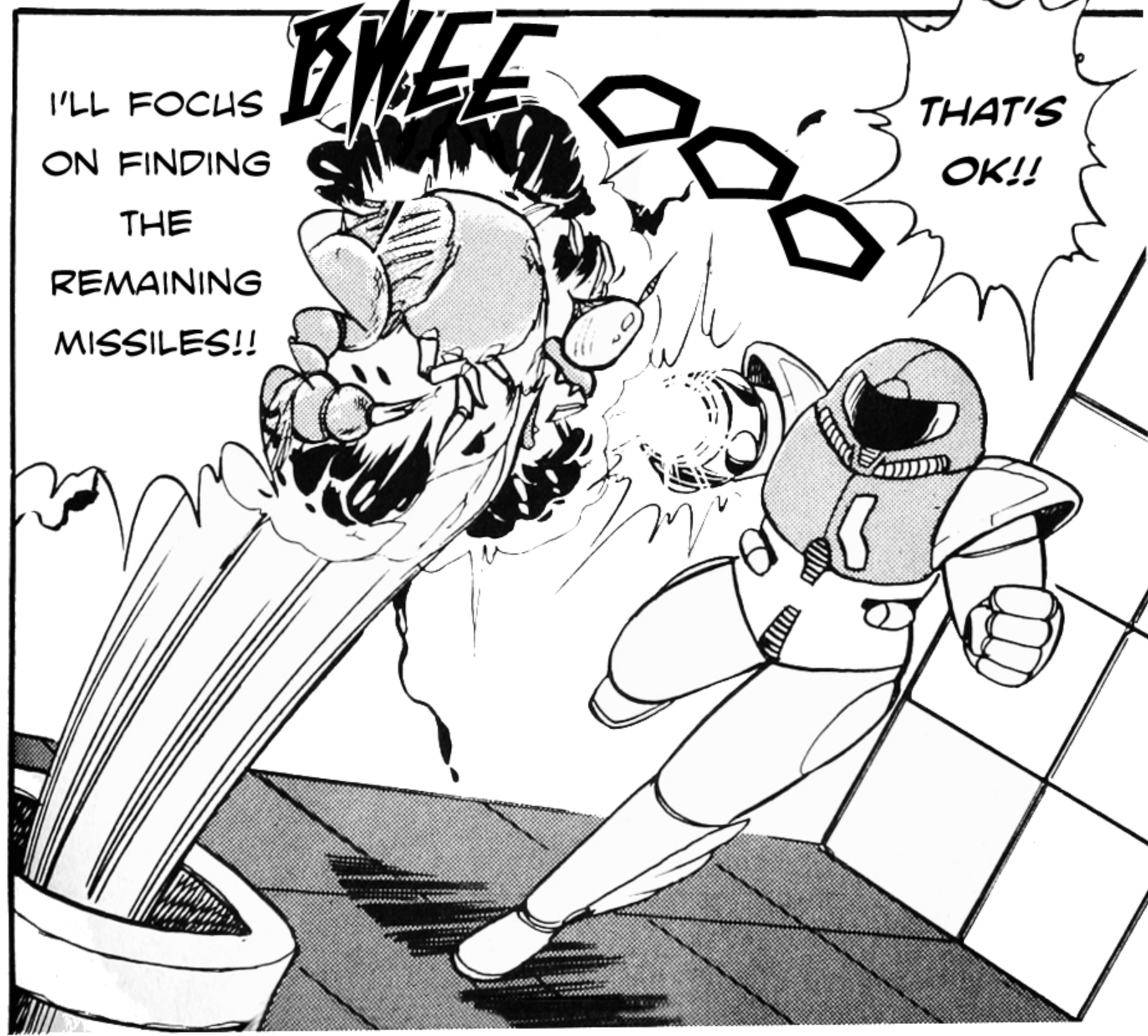
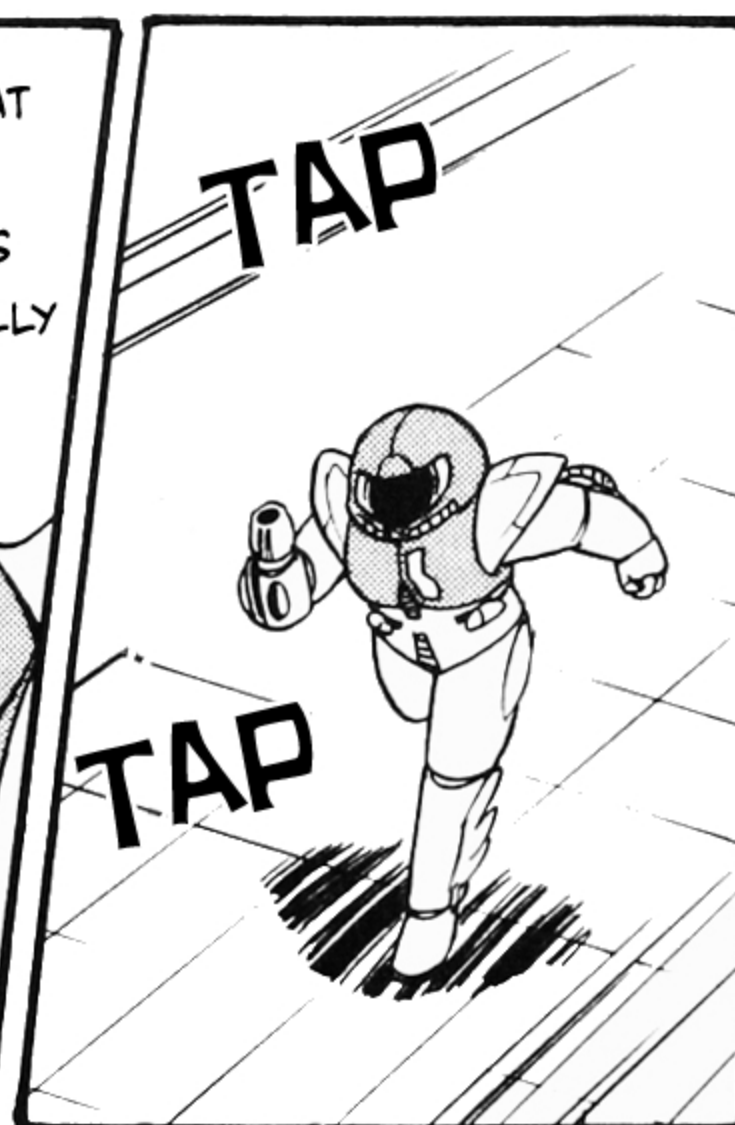
ATTACKS SAMUS IN A SWARM.
BE CAREFUL, AS THEY CAN SLIP
THROUGH ROCKS AND WALLS!!



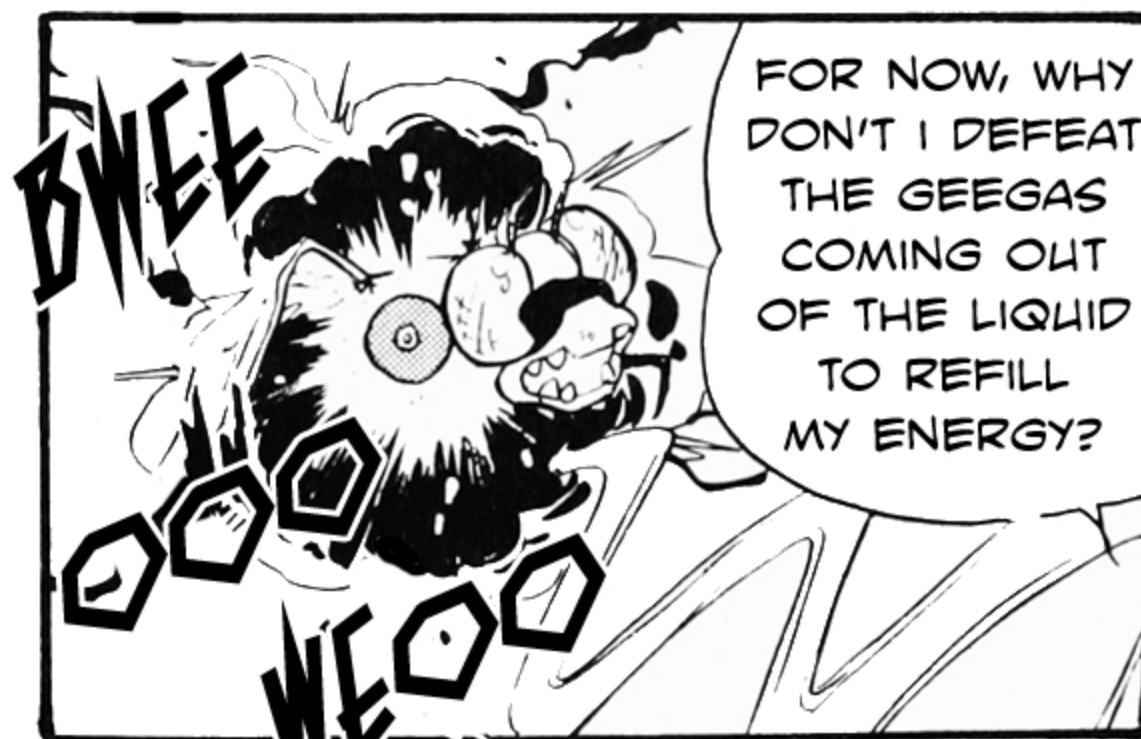
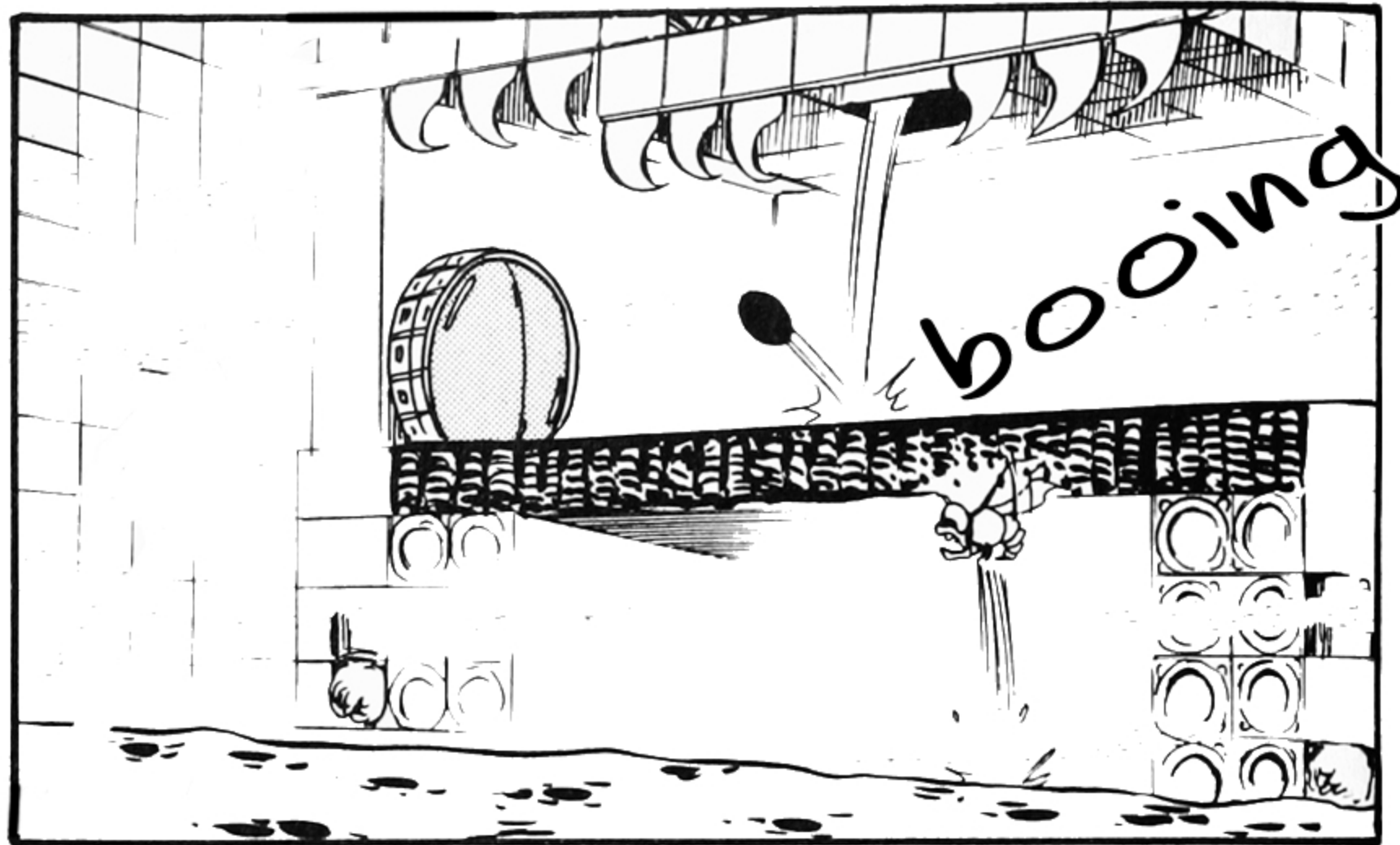
THESE GUYS
DON'T DROP
ENERGY
BALLS...



WELL, THAT
LAST
MINIBOSS
WAS AWFULLY
WEAK...



THAT'S
OK!!

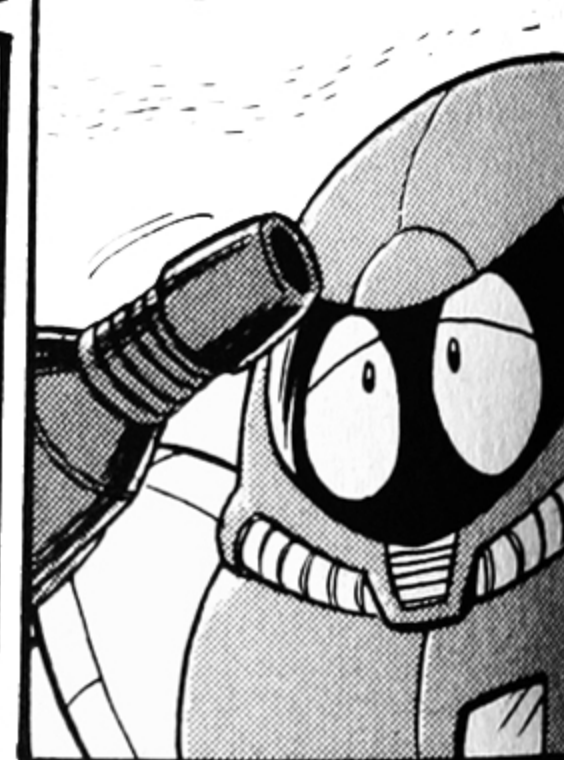


FOR NOW, WHY
DON'T I DEFEAT
THE GEEGAS
COMING OUT
OF THE LIQUID
TO REFILL
MY ENERGY?



WHAT
IS THIS
PLACE?

IT SURE
IS PRETTY
CREEPY...

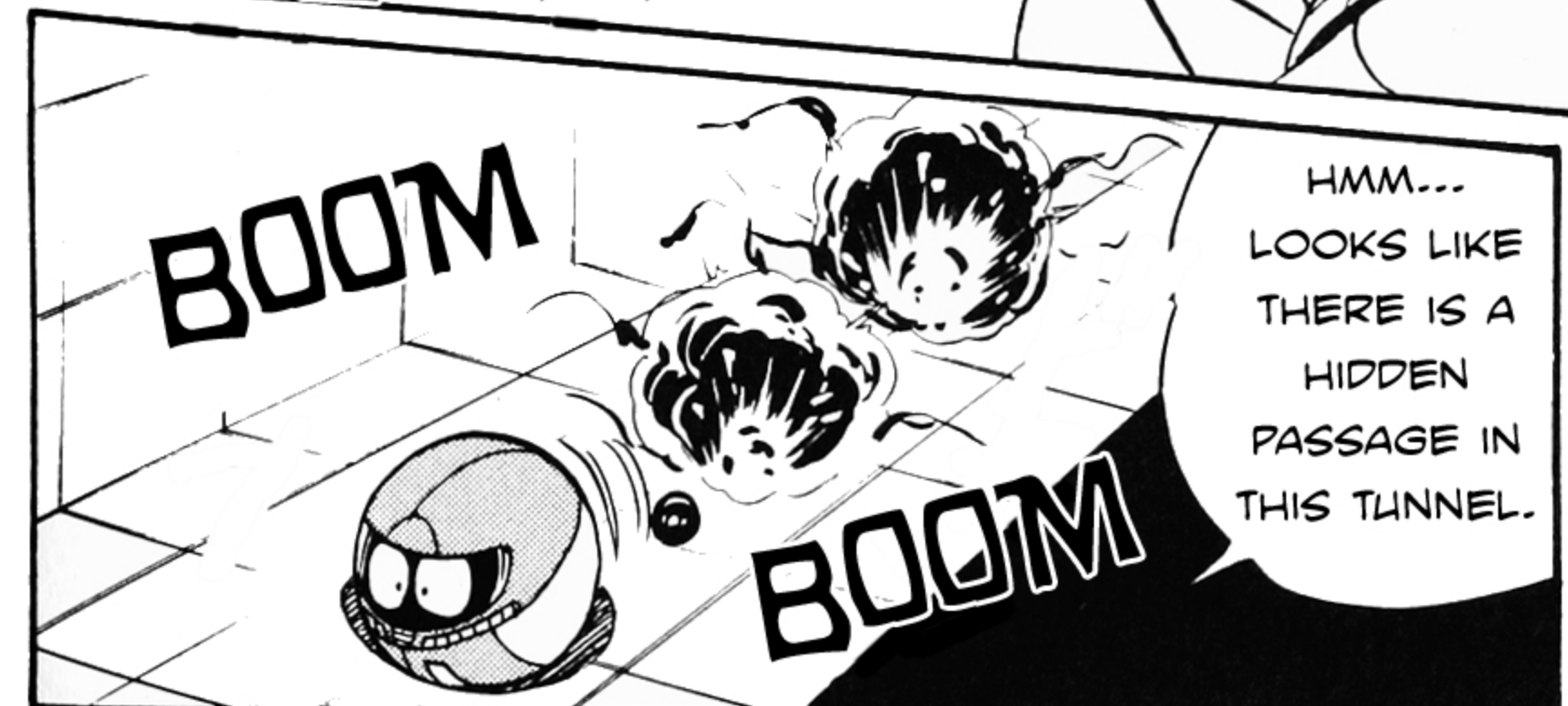


GOOD!
NOW TO
BREAK
THROUGH
THAT RED
DOOR!!

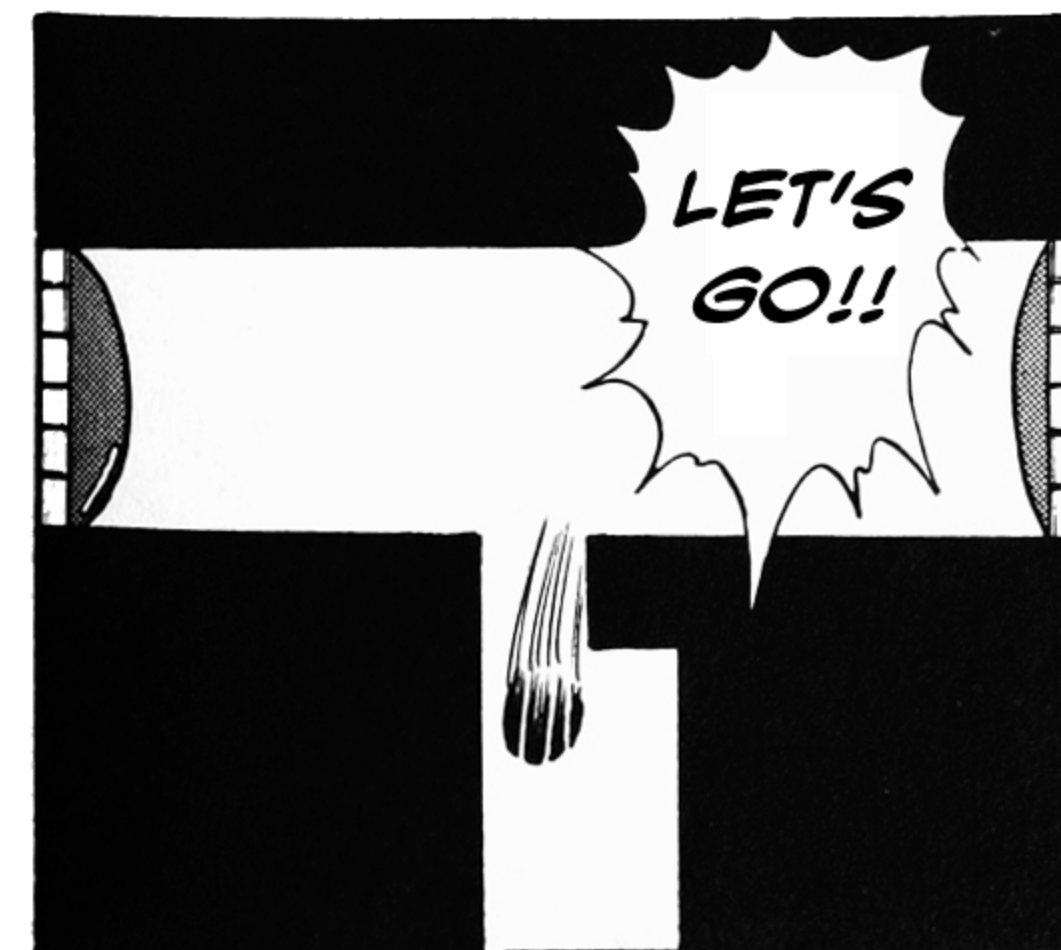
SURELY
THERE
WILL BE
MISSILES
INSIDE!!



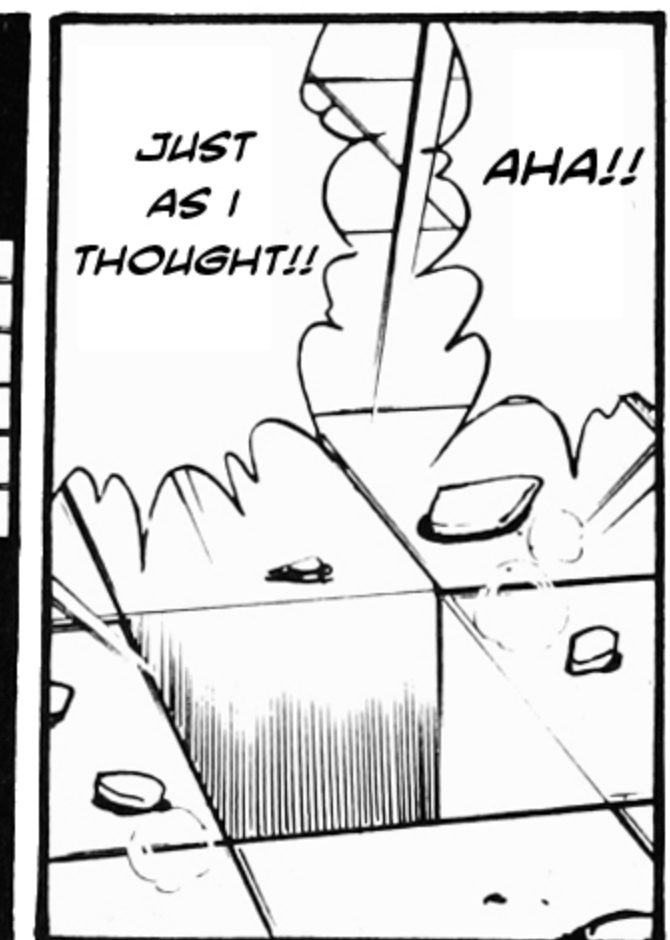
I'LL BEAT THE
SIDEHOPPERS
INSIDE WITH
MISSILES!!



HMM...
LOOKS LIKE
THERE IS A
HIDDEN
PASSAGE IN
THIS TUNNEL.

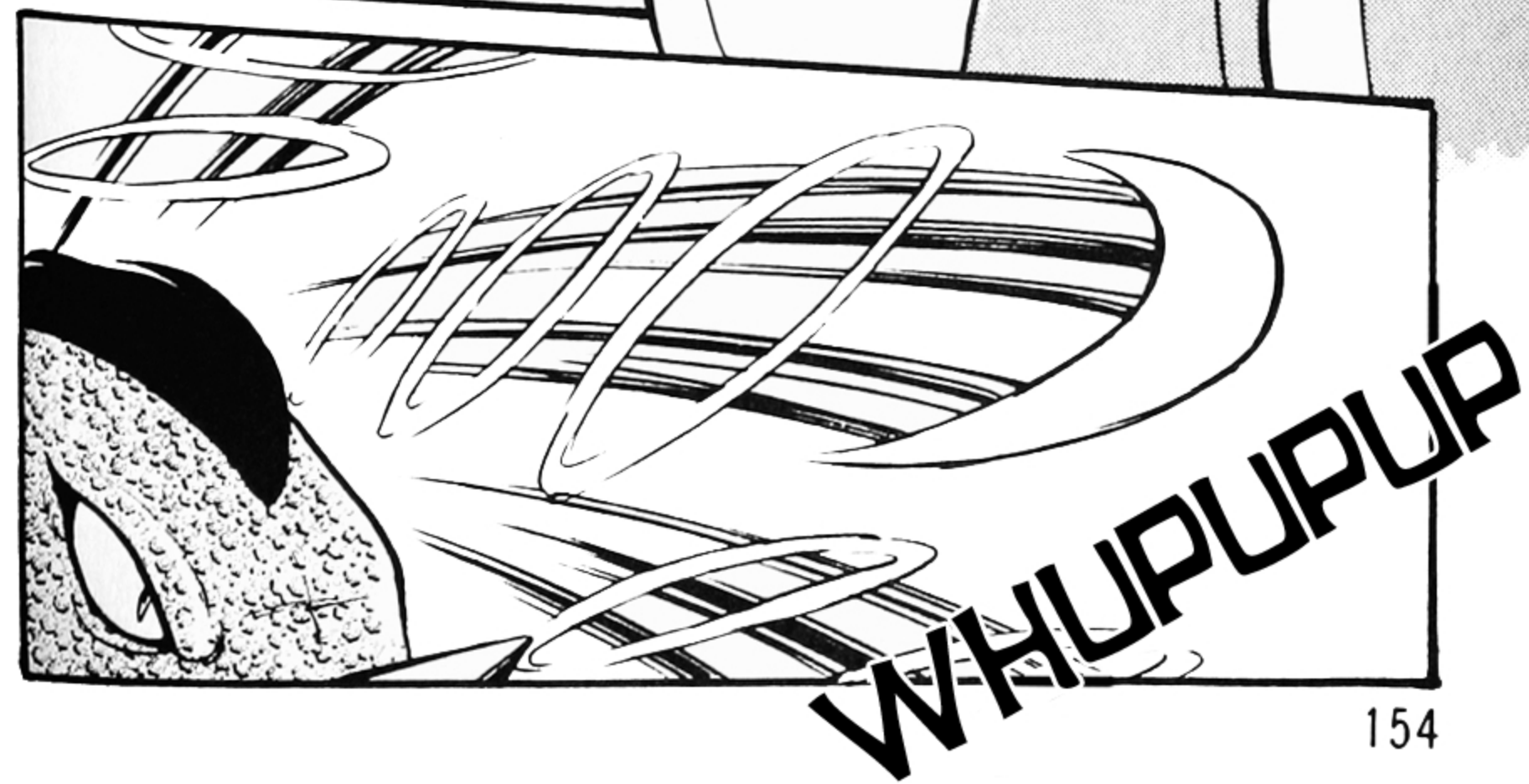
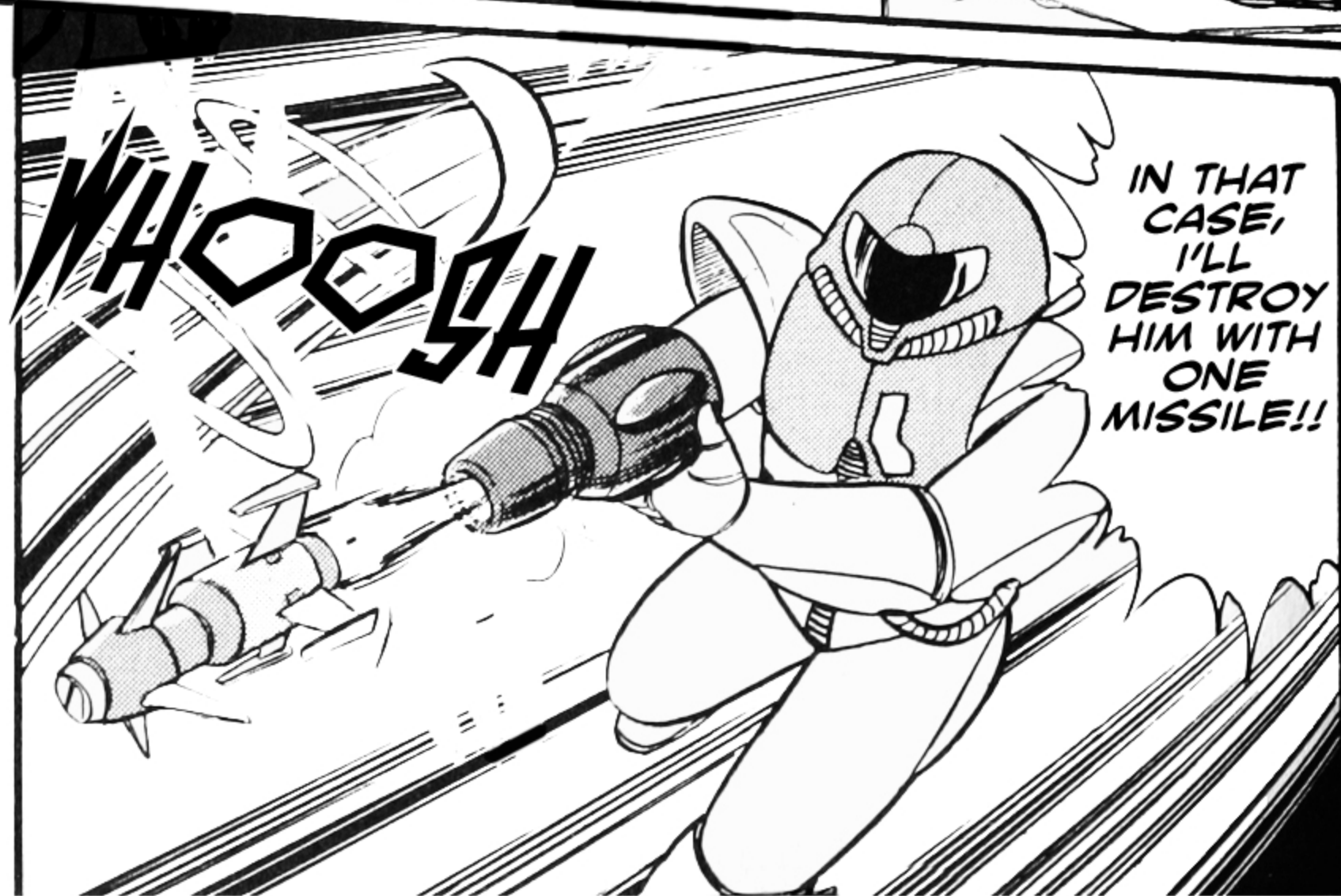


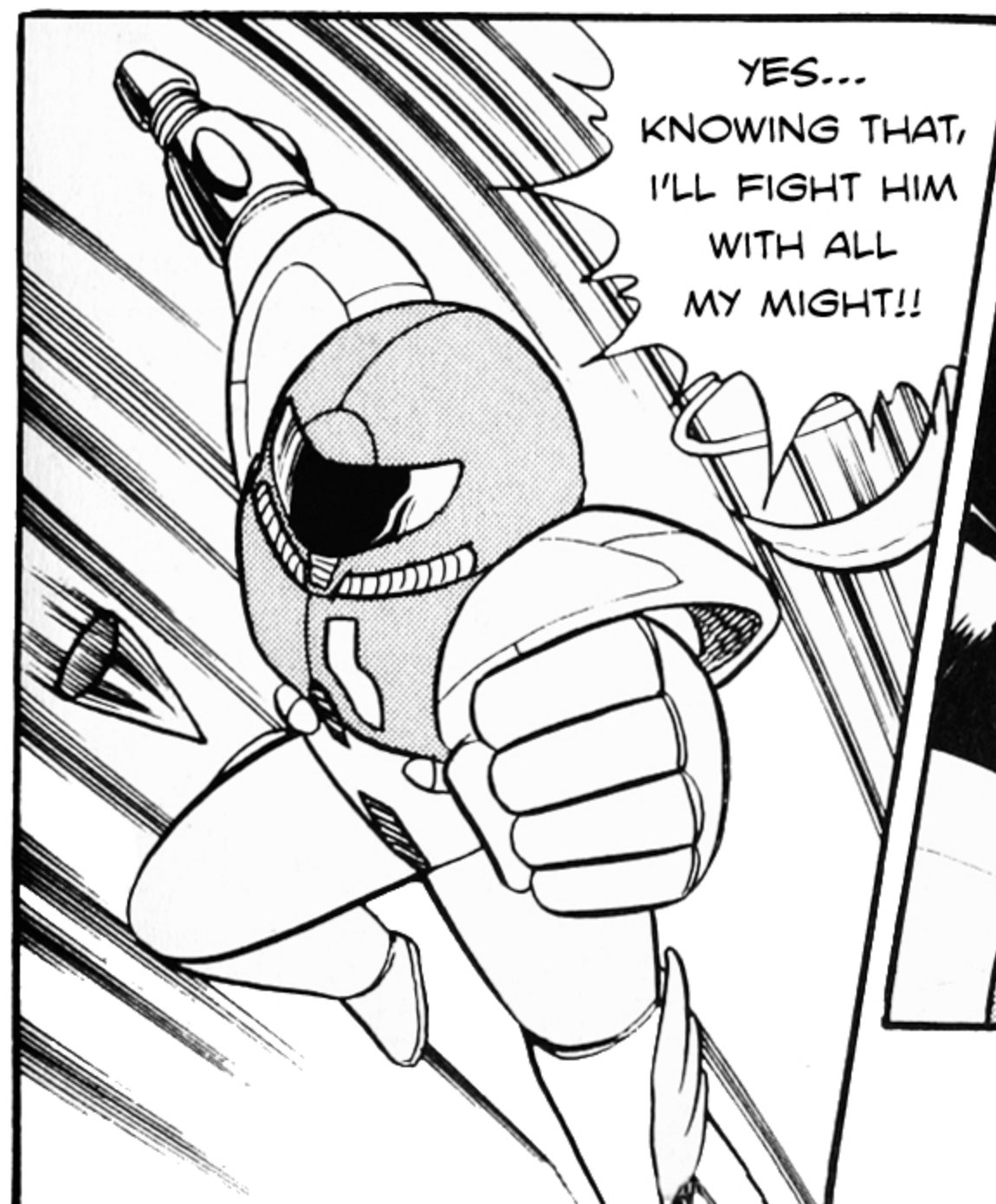
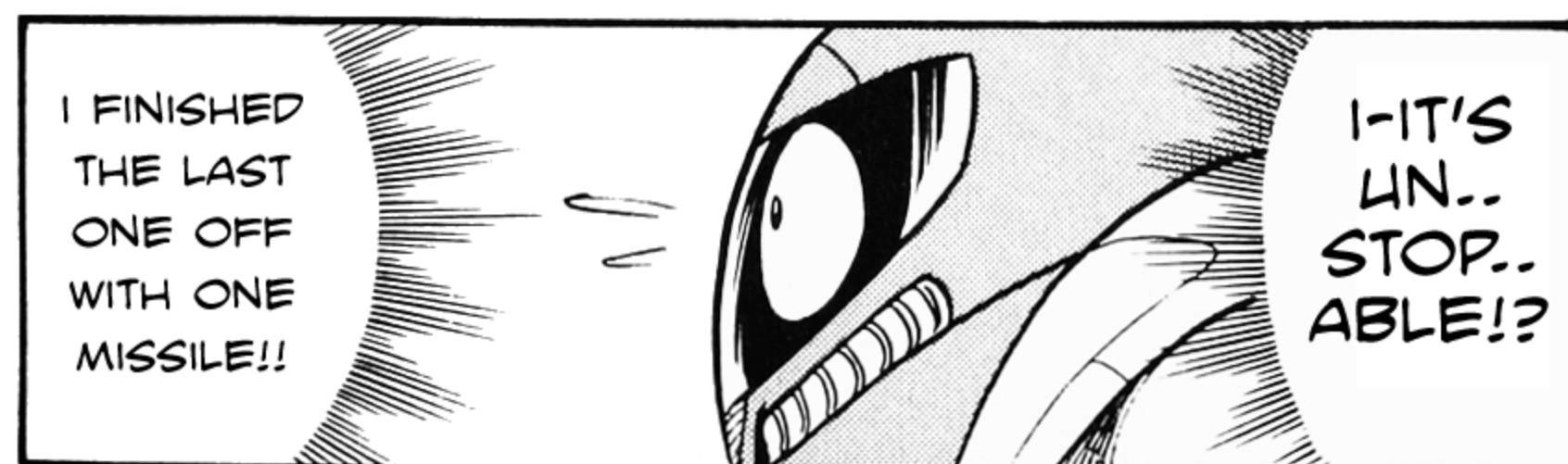
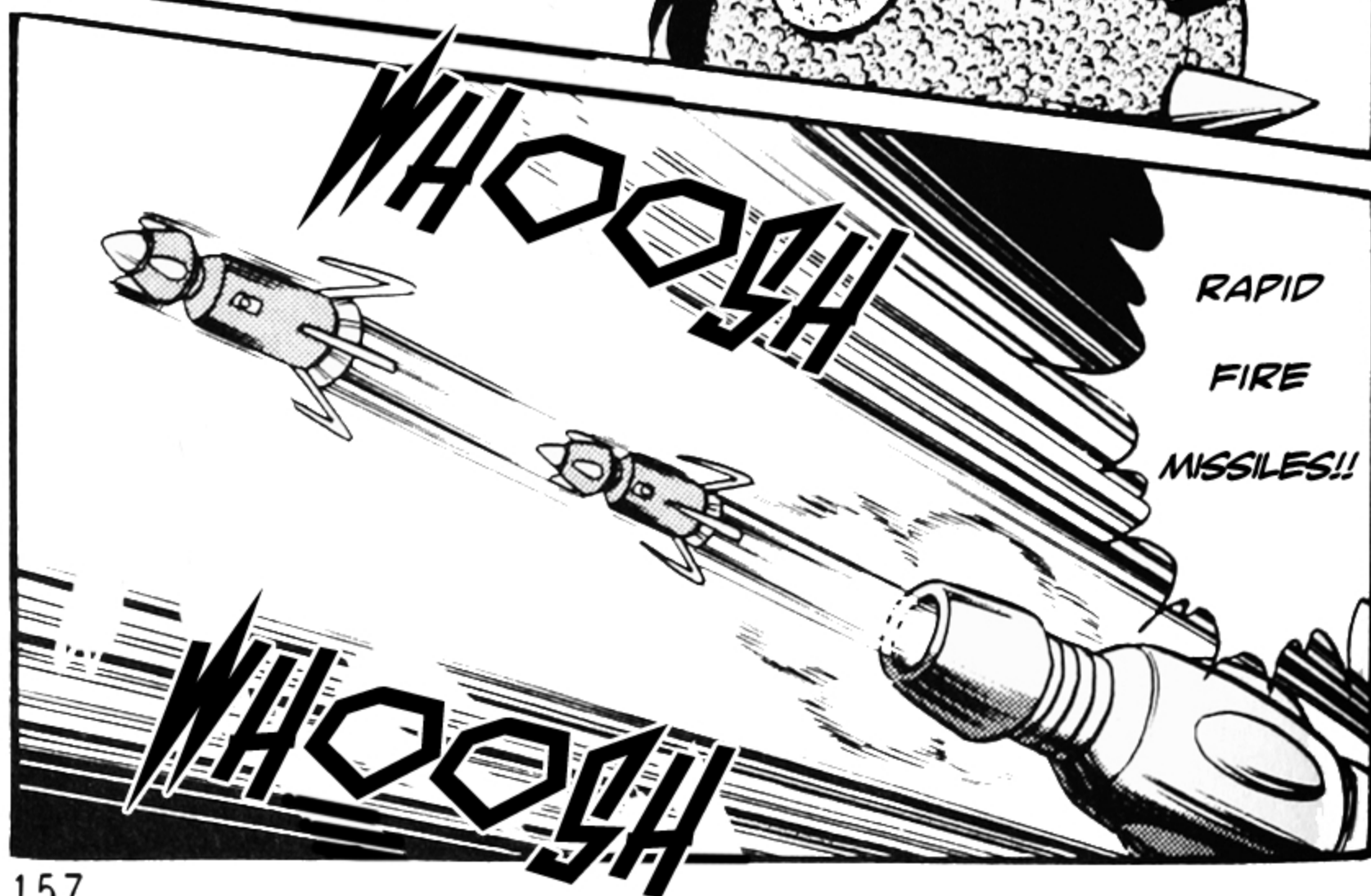
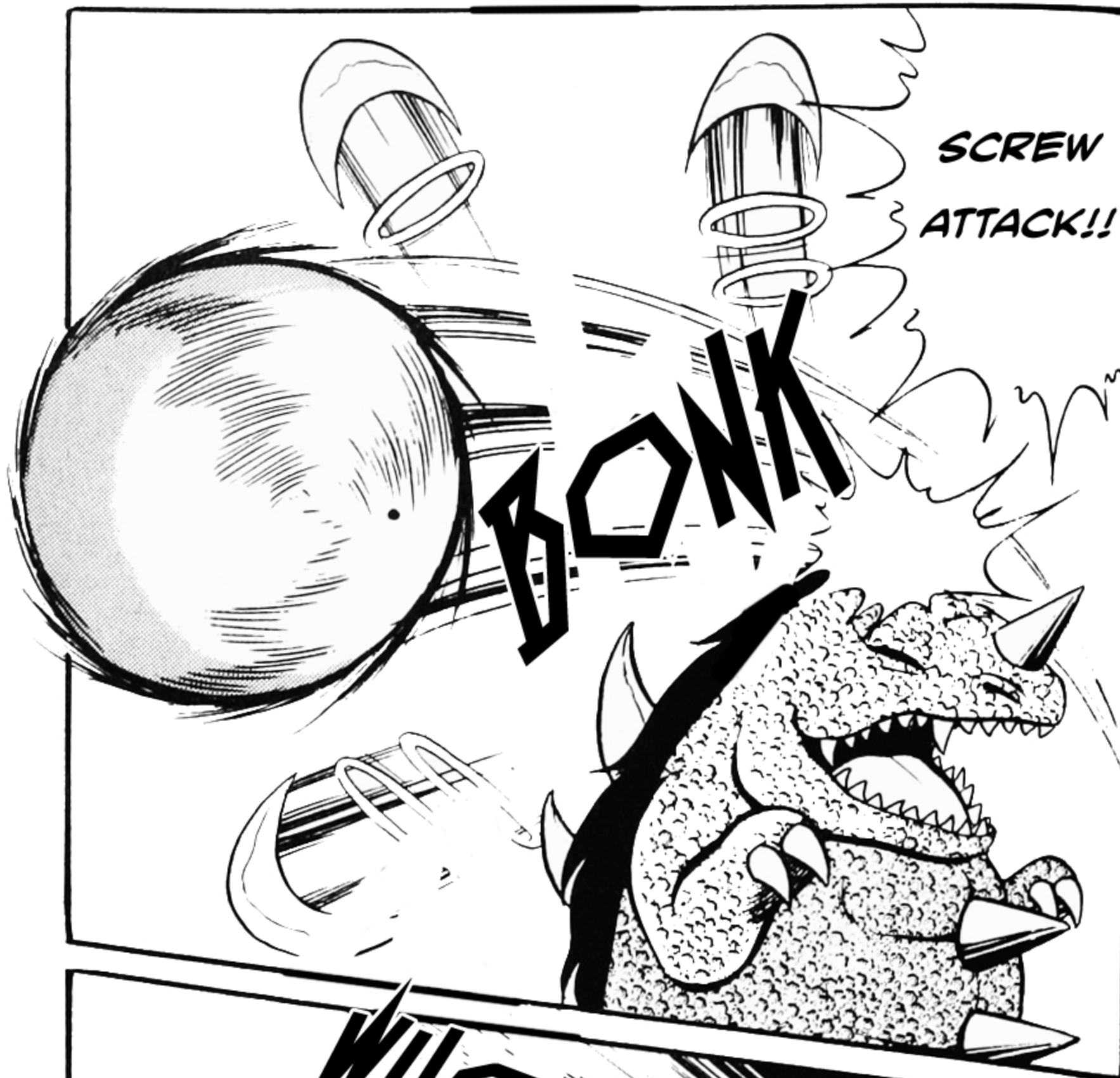
LET'S
GO!!

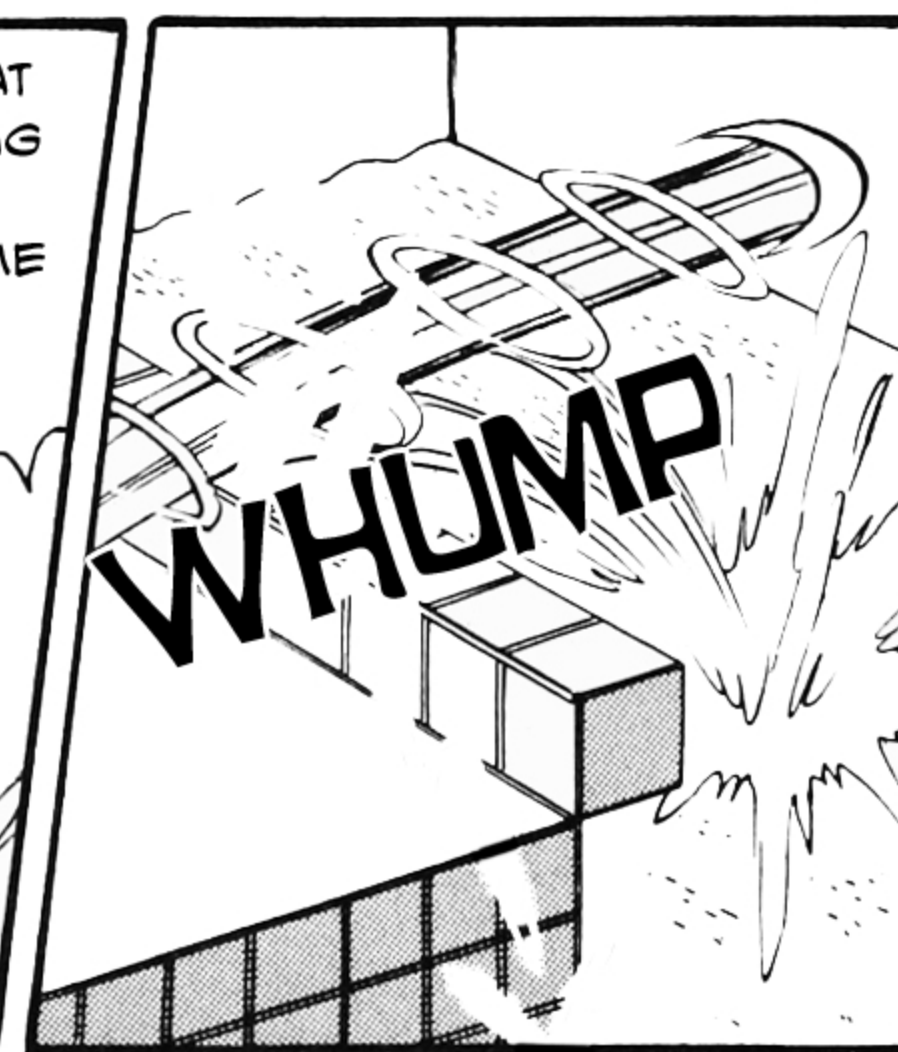
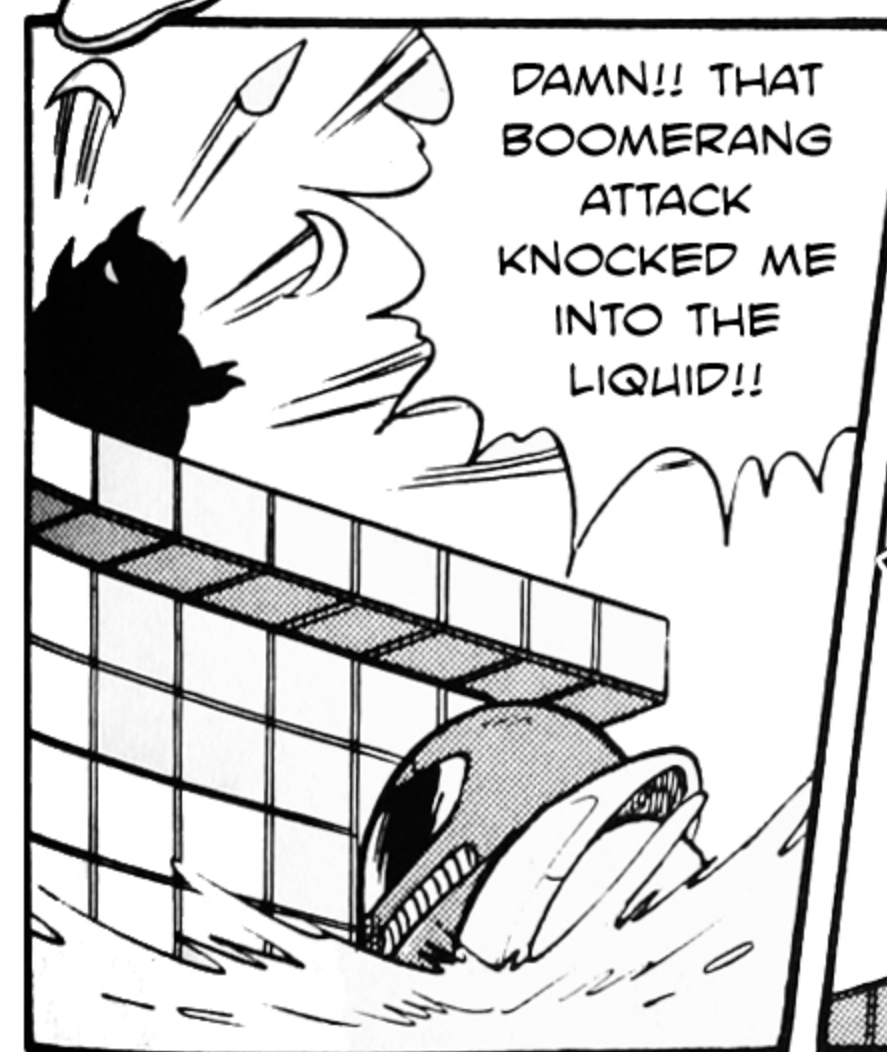
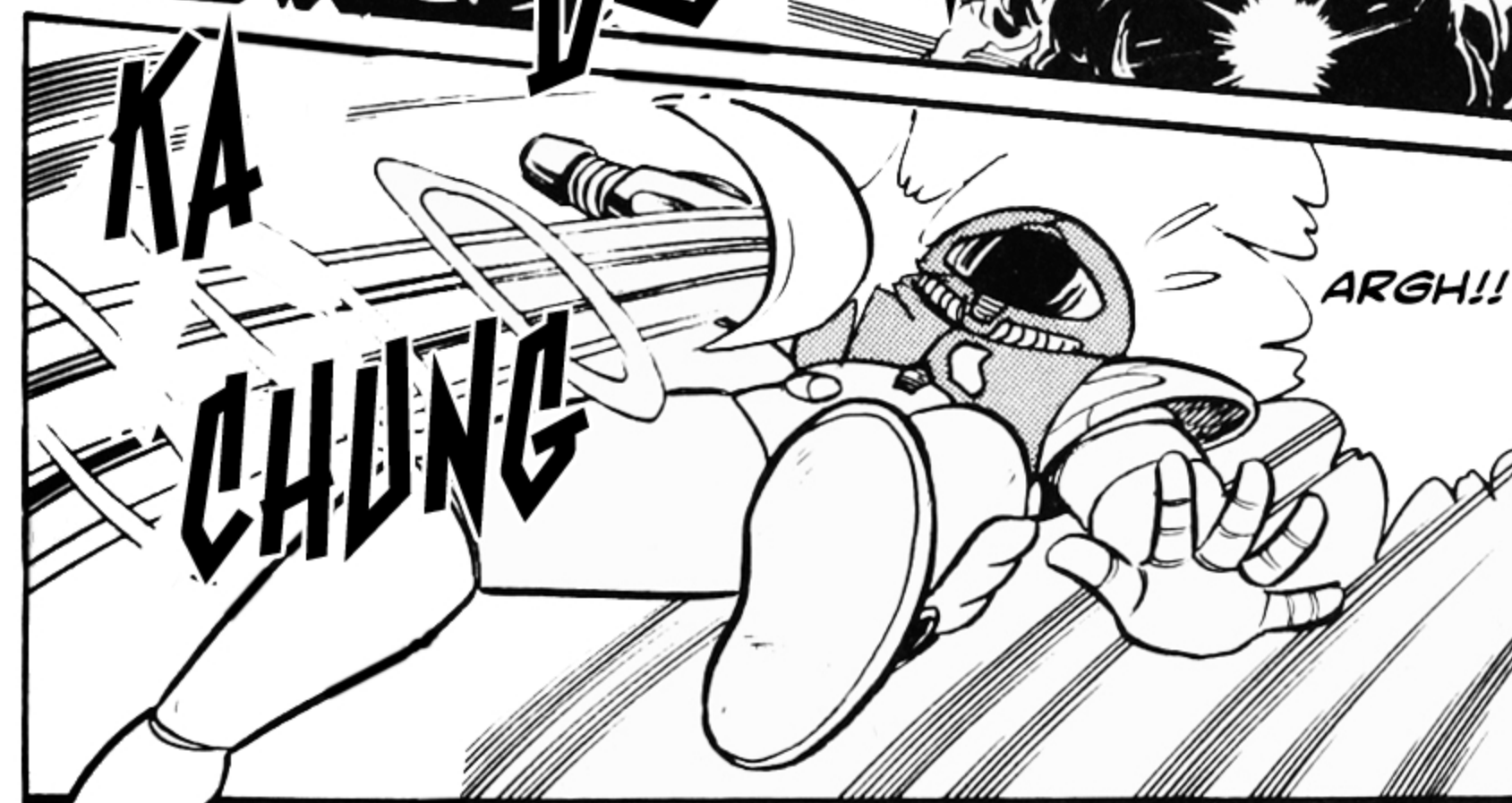
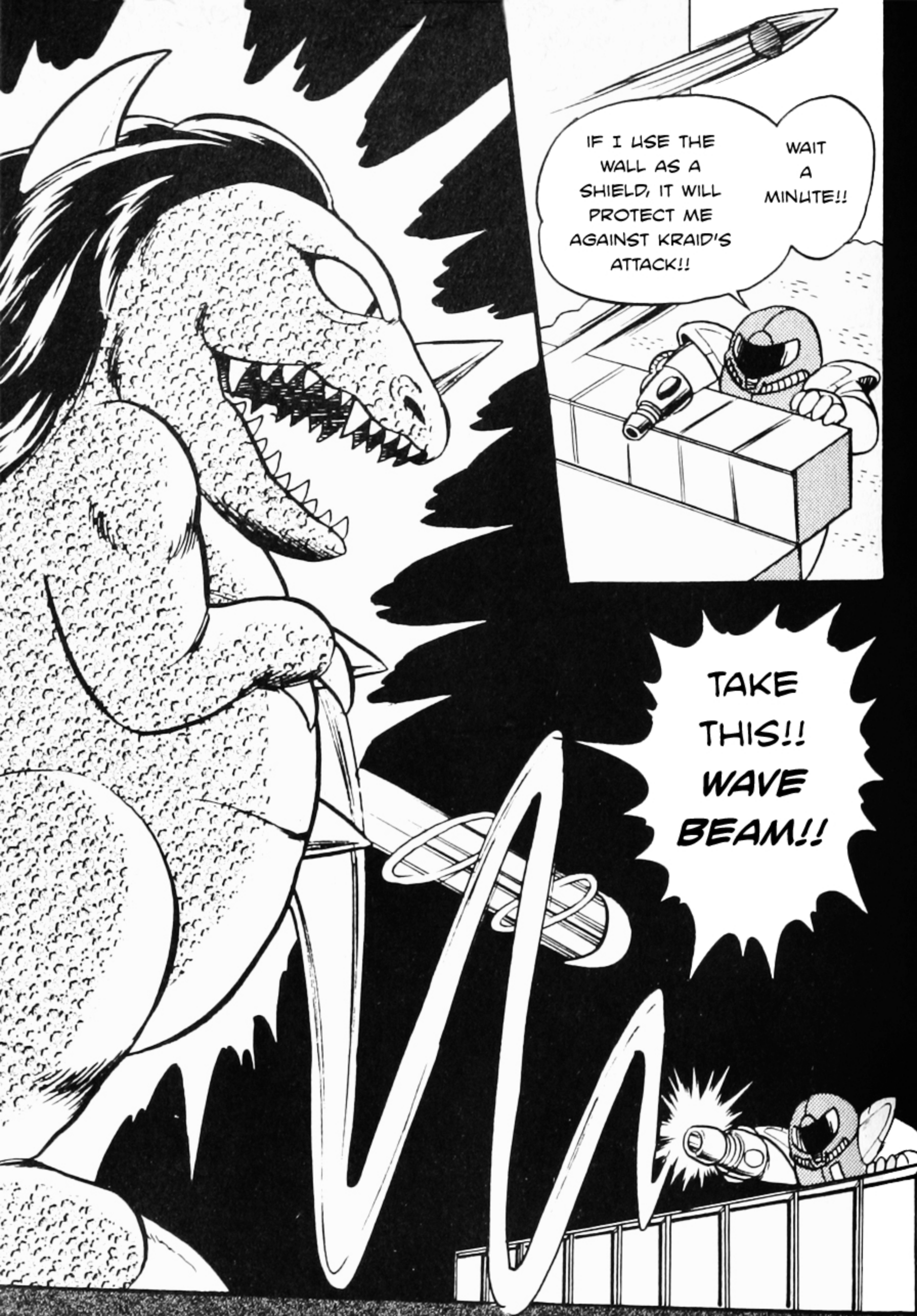


JUST
AS I
THOUGHT!!

AHA!!



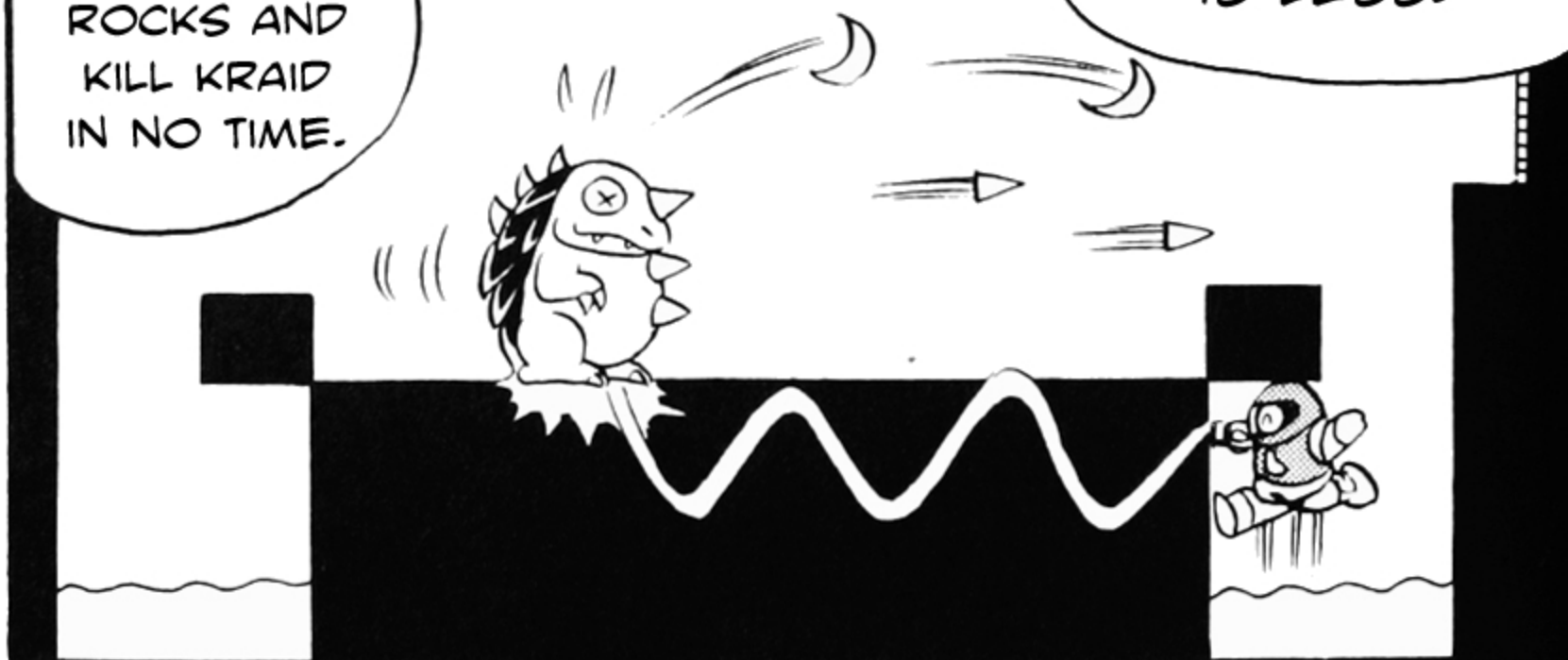




STRATEGY FOR KRAID

IF YOU USE
THE WAVE BEAM,
IT WILL PASS
THROUGH THE
ROCKS AND
KILL KRAID
IN NO TIME.

IF YOU JUMP
IN THE LIQUID,
THE DAMAGE
IS LESS.



THEN
YOU CAN
BEAT HIM
WITHOUT
TAKING
MUCH
DAMAGE!!

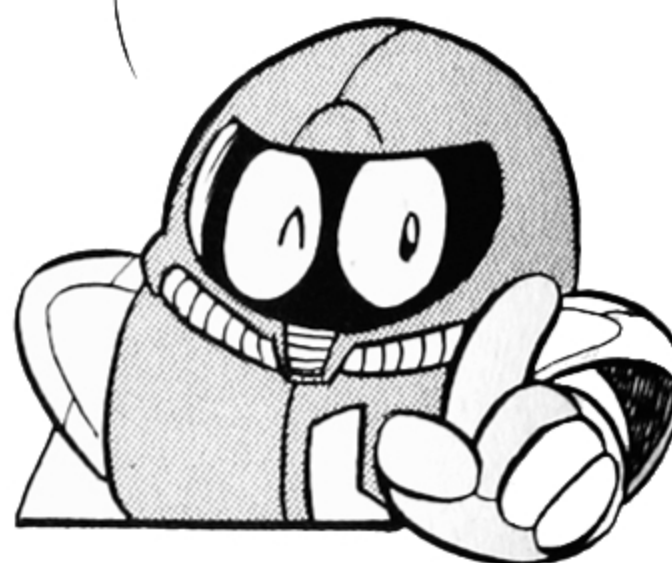
WHEN SAMUS
GOES THROUGH
THE MINIBOSS,
YOU CAN FIRE
MANY MISSILES!!

bashuu
bashuu

Combo!

YOU CAN USE THIS TACTIC
ON RIDLEY, BUT IT WORKS
BETTER ON KRAID BECAUSE
HE CAN'T JUMP.

HOWEVER, IF YOU
DON'T HAVE THE
VARIA AND WAVE
BEAM, THERE IS A
SPECIAL TRICK FOR
DEFEATING THE
MINIBOSS.



WHEN YOU DEFEAT A MINIBOSS, YOUR MISSILE
CAPACITY WILL INCREASE BY 75!!

REEAAAAARRR

I DID IT!! I
DESTROYED
KRAID!!



THIS IS THE BRINSTAR MINIBOSS CAVE

162

 BLUE DOOR (1 BEAM SHOT)

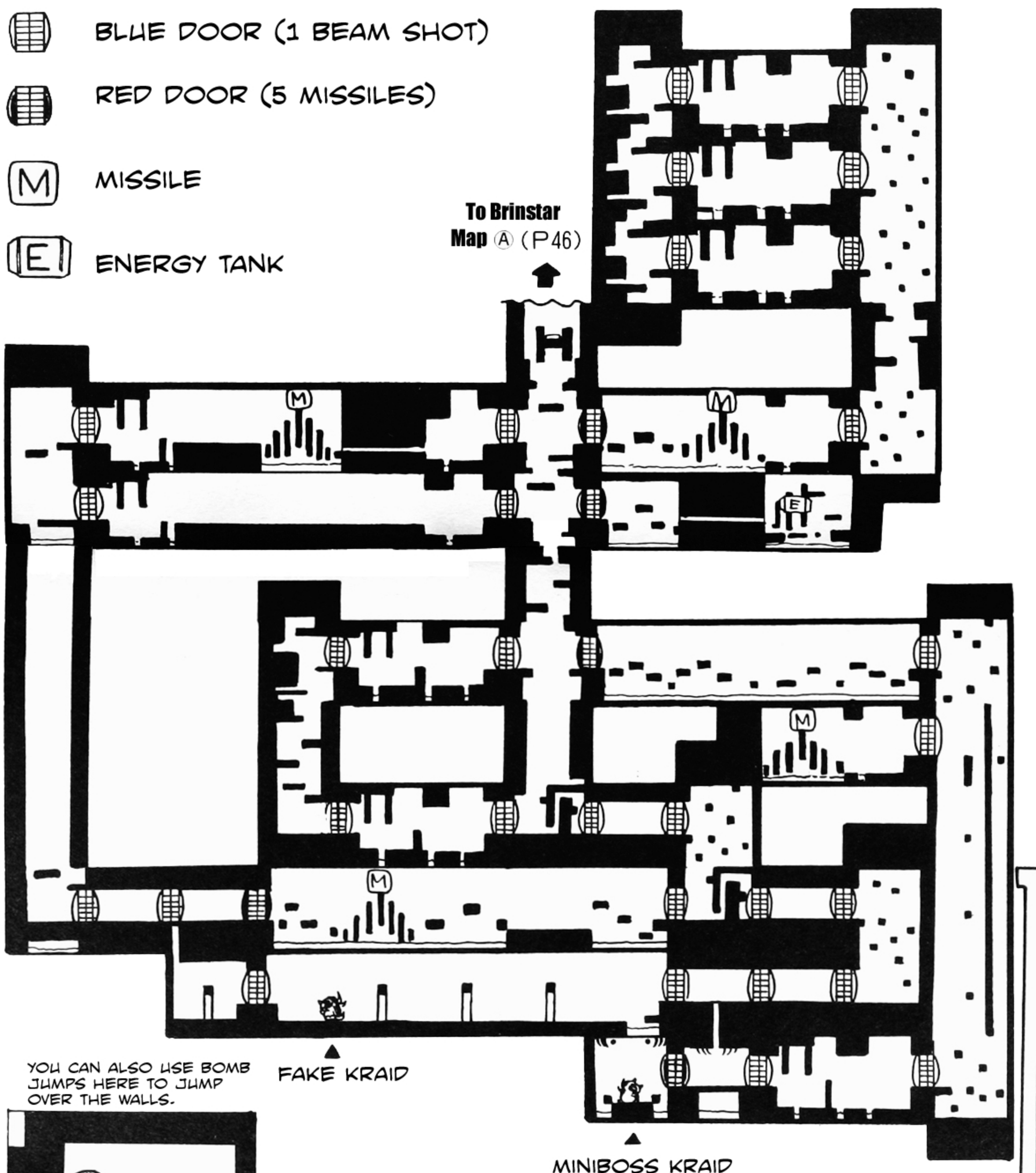
 RED DOOR (5 MISSILES)

 MISSILE

 ENERGY TANK

To Brinstar
Map (A) (P46)

BOTTOMLESS
POND



YOU CAN ALSO USE BOMB
JUMPS HERE TO JUMP
OVER THE WALLS.

FAKE KRAID

MINIBOSS KRAID



AFTER DEFEATING THE MINIBOSS, YOU
CAN'T JUMP UP WHILE BREAKING THIS
SHAFT'S BLOCKS. IN THE MIDDLE,
BREAK ONE BLOCK AT A TIME.

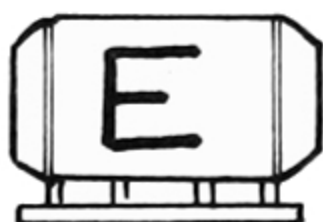
ICE BEAM



IN TOURIAN, THIS BEAM IS ABSOLUTELY NECESSARY!! IF YOU DON'T HAVE IT, GO TO THE ITEM ROOM AND GET IT.

OOPS!! DID YOU FIRST PERFECTLY PREPARE FOR BATTLE!?

ENERGY



DO YOU HAVE ALL FIVE TANKS!? IF THEY'RE NOT FULL, YOU'LL HAVE A TOUGH FIGHT.

MISSILES



IN TOURIAN, SOME ENEMIES CAN ONLY BE DEFEATED WITH MISSILES. IT'S POSSIBLE TO HAVE A MAXIMUM OF OF 255, SO GET A LOT!!



EXCELLENT!!
I BLASTED
THROUGH THE
RED DOOR
WITH FIVE
MISSILES!!

BYEW
BYEW



KA-
POW

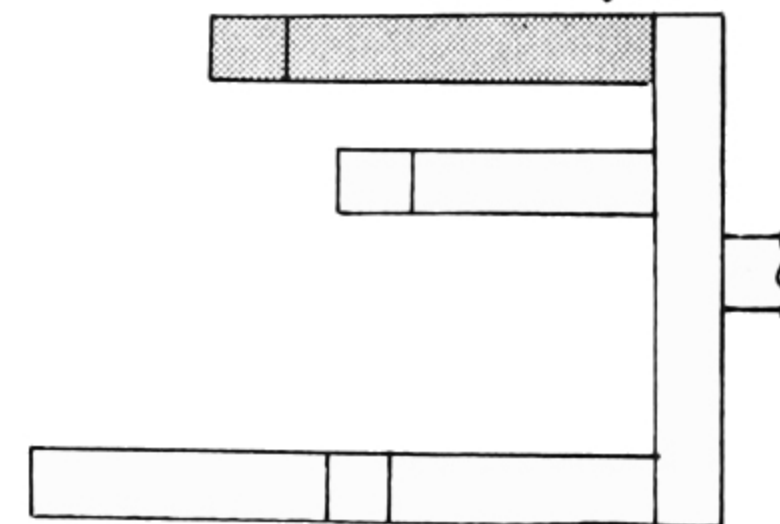
USE THE
ZEBBS TO
REFILL
YOUR
ENERGY
IF YOU
ARE LOW.

BRINSTAR 9

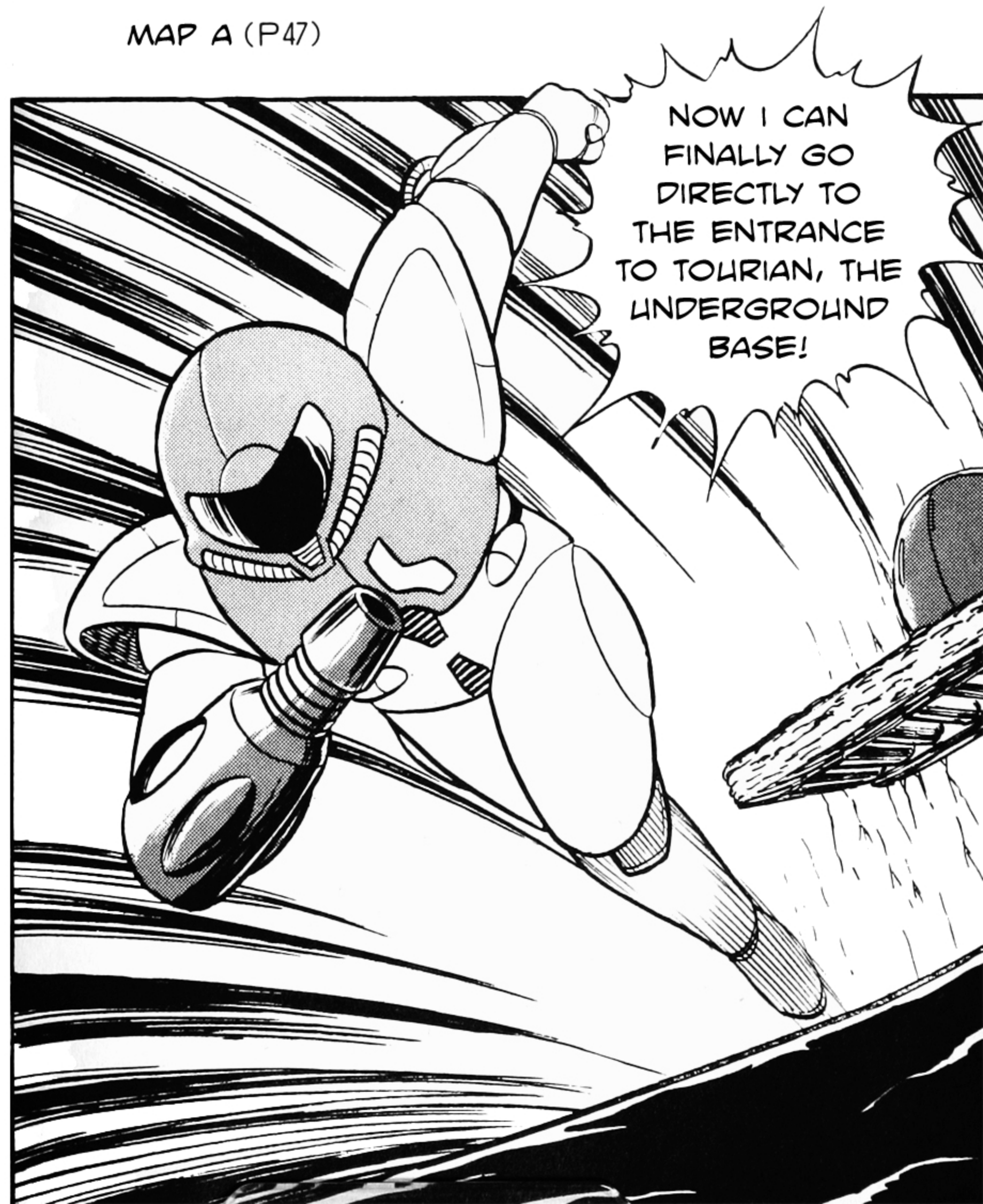
BACK TO BRINSTAR

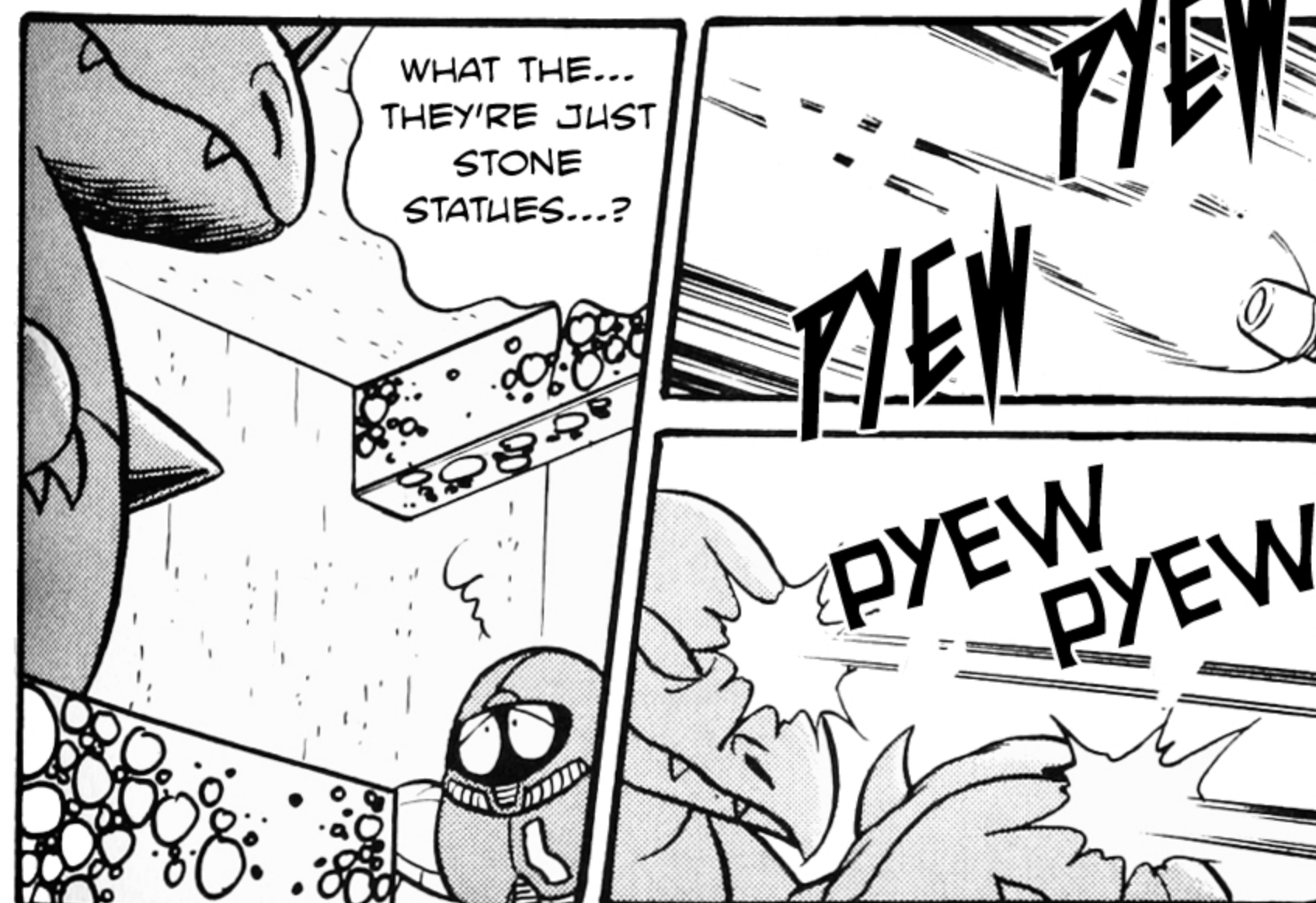
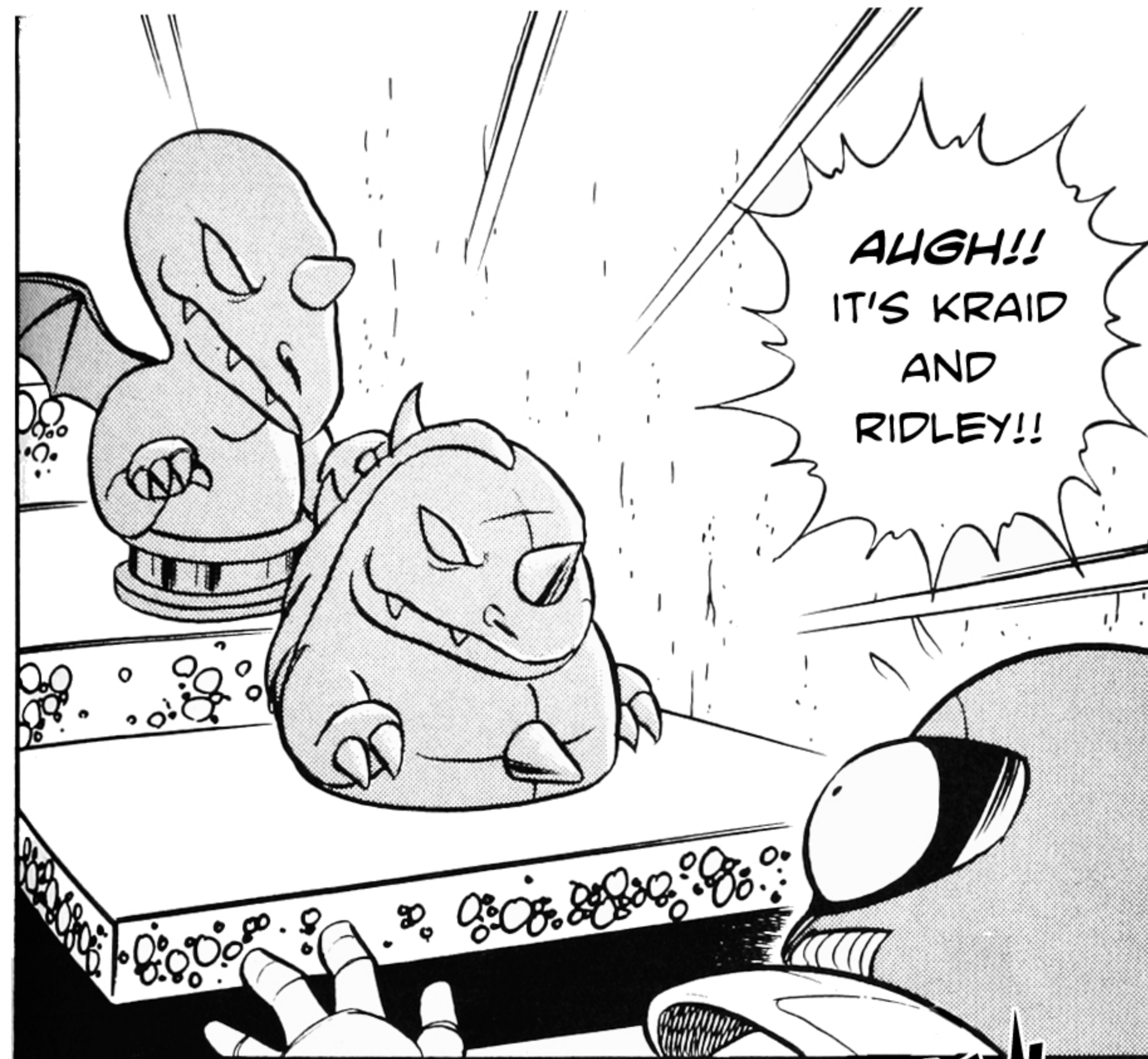
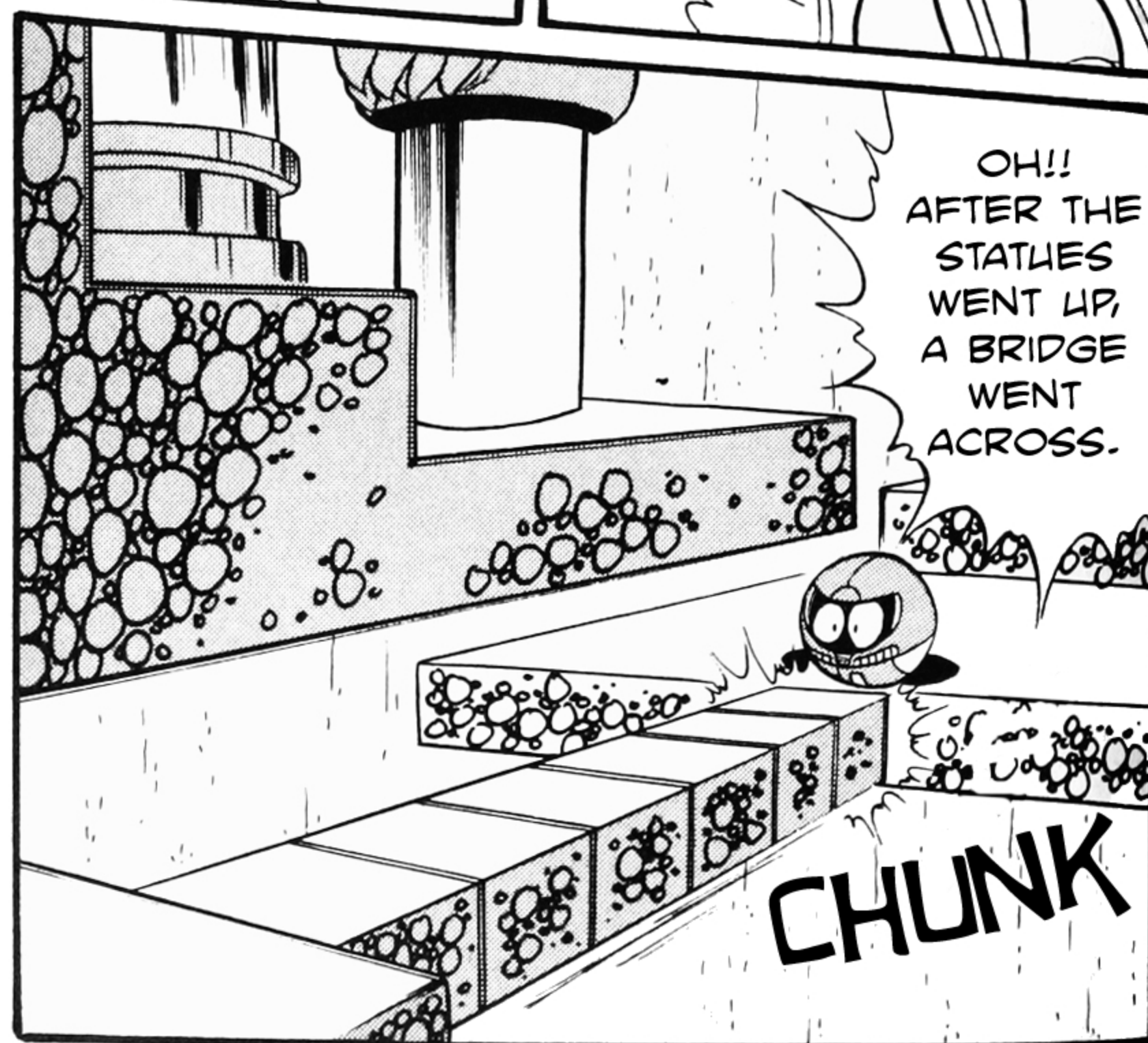
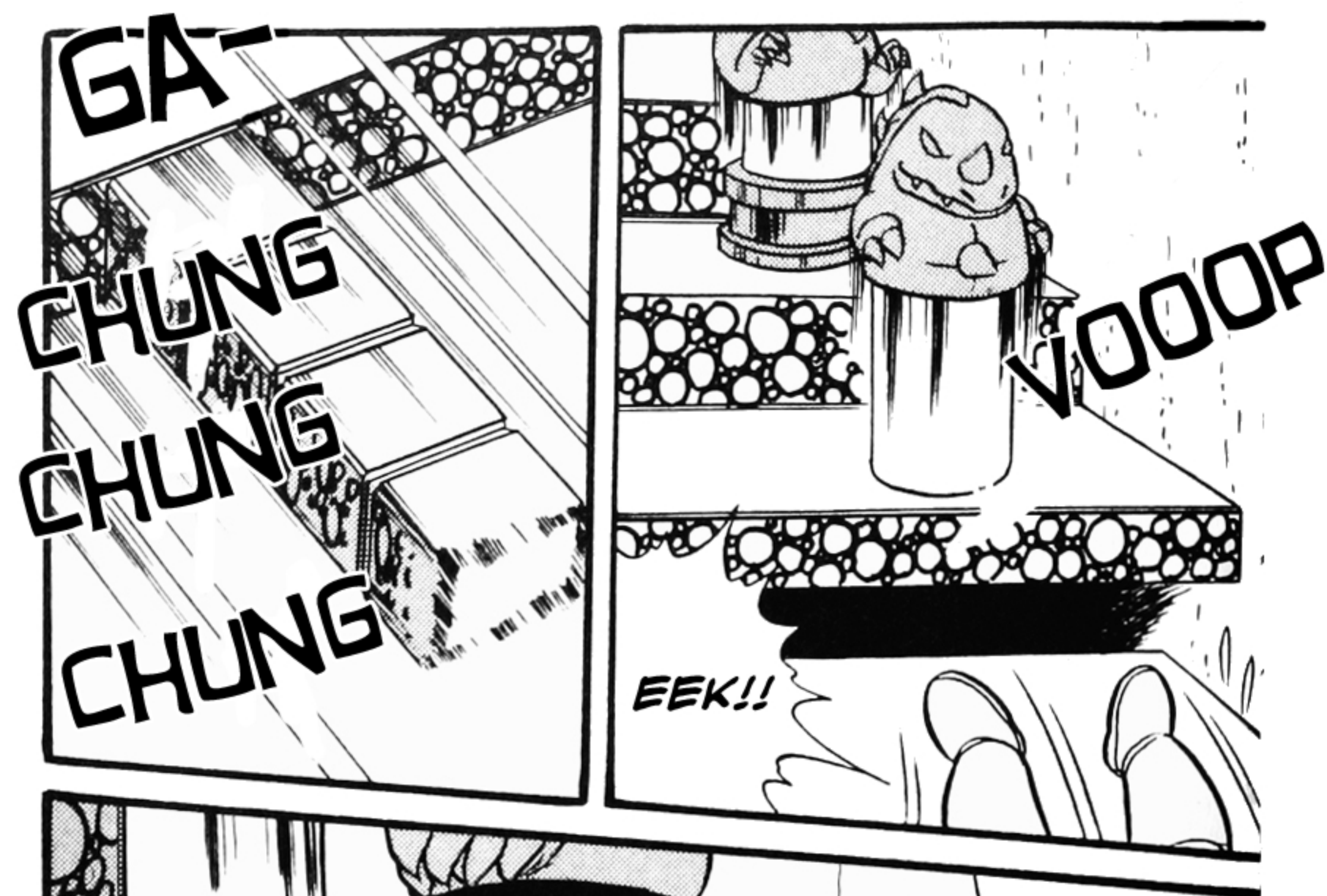
MAP A (P47)

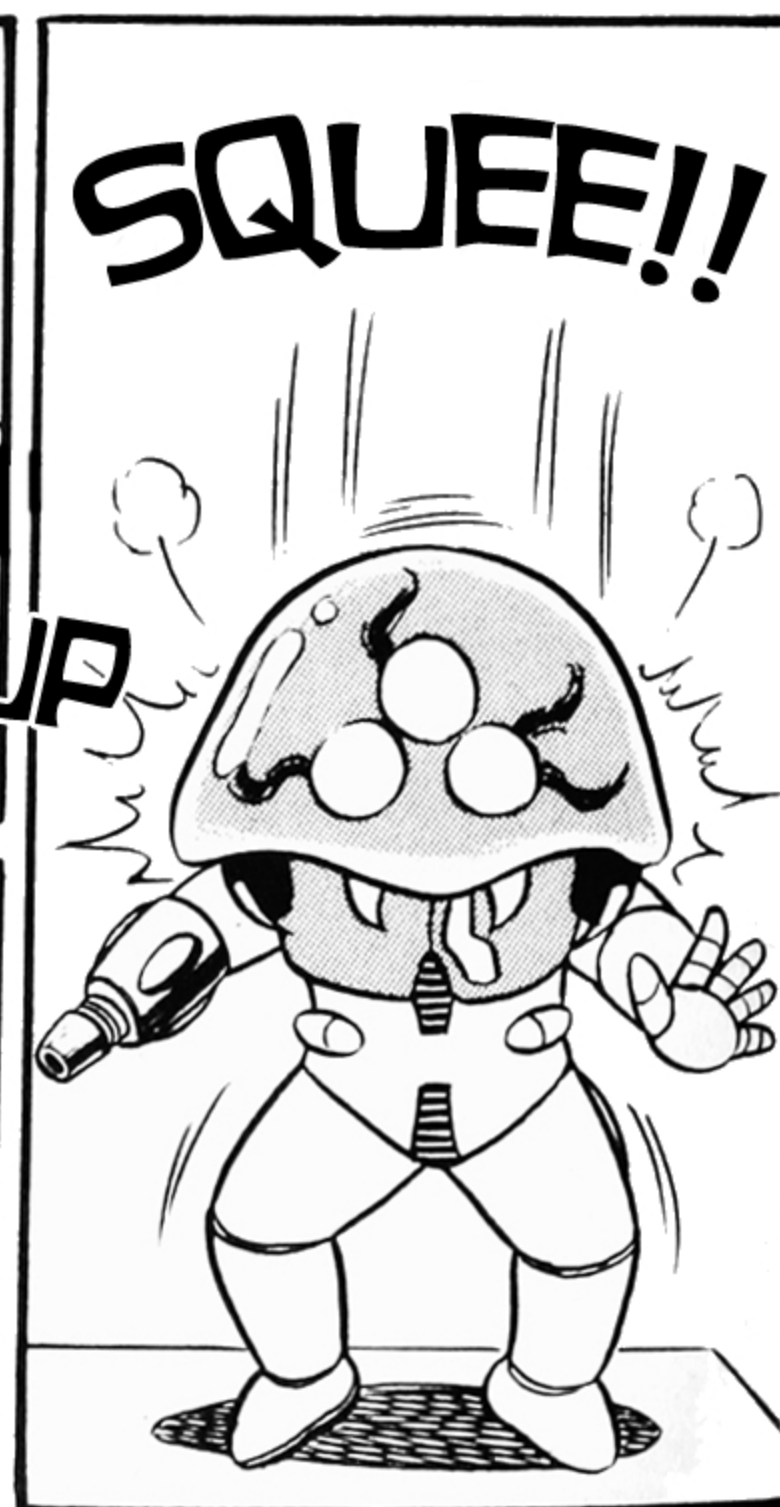
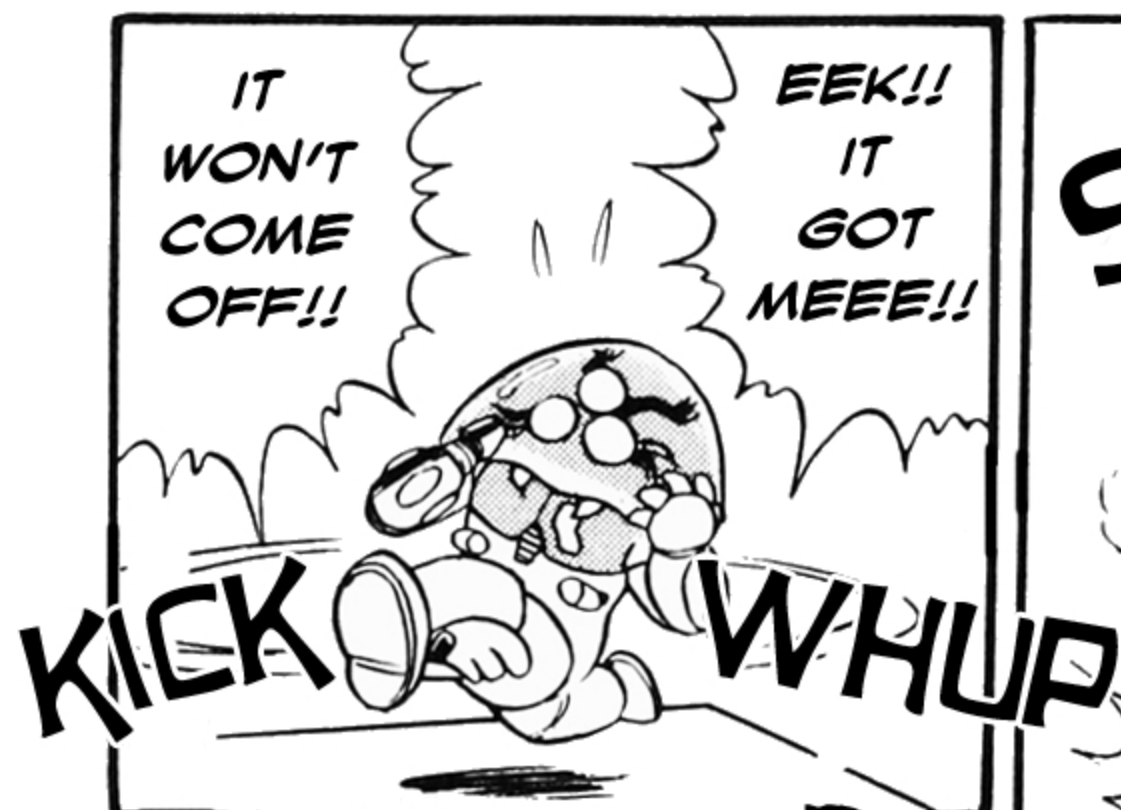
Current Position ▼



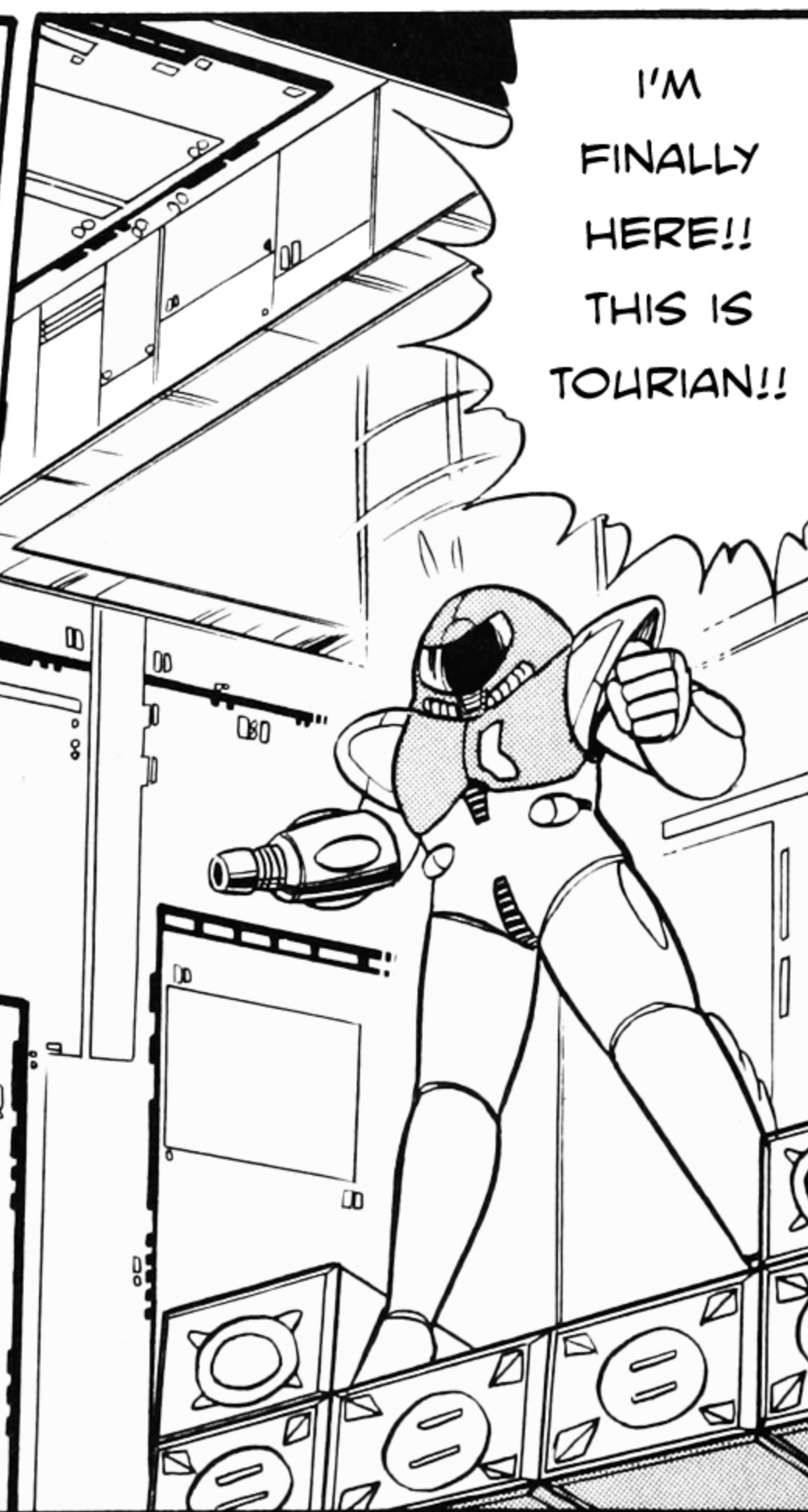
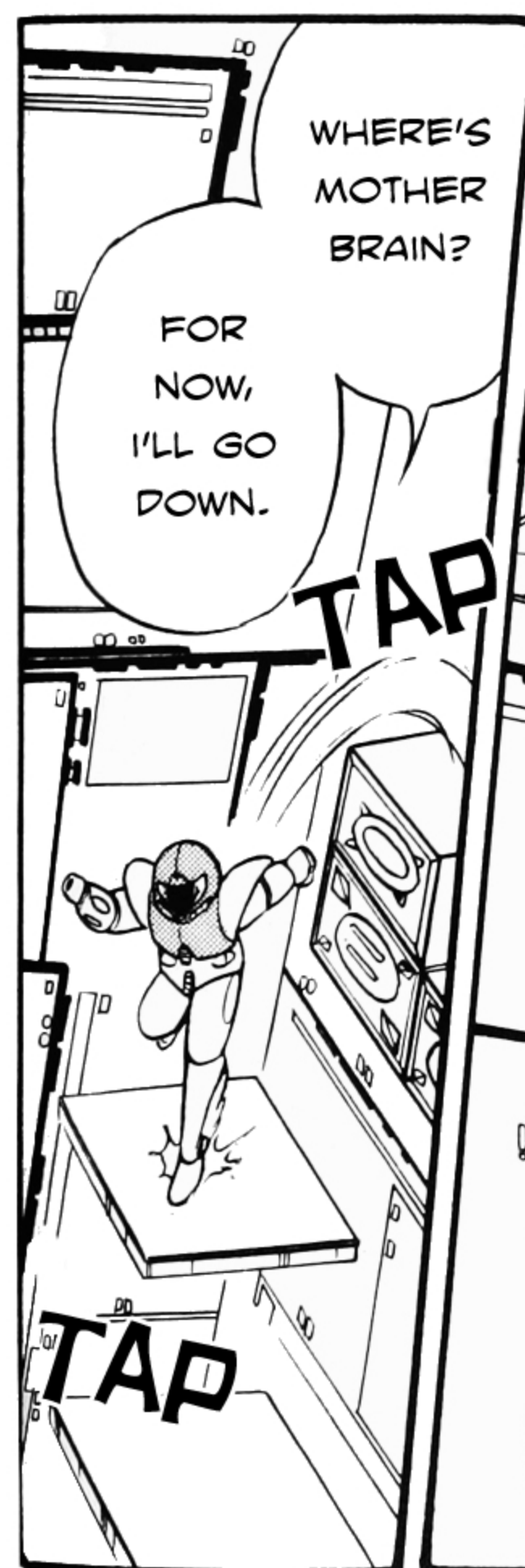
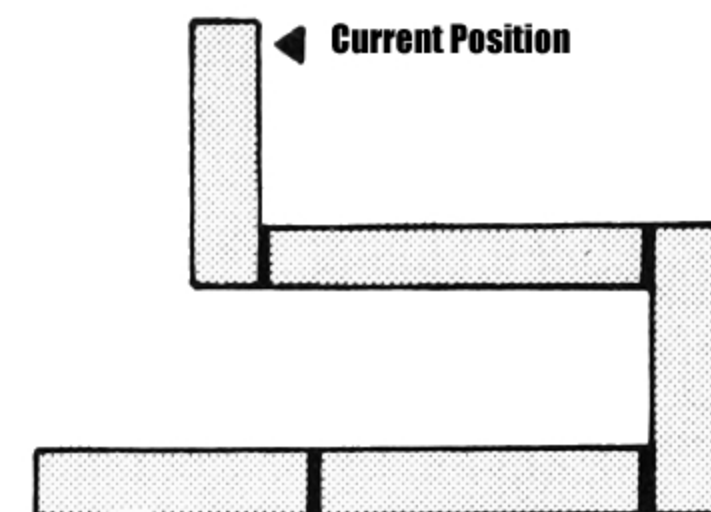
NOW I CAN
FINALLY GO
DIRECTLY TO
THE ENTRANCE
TO TOURIAN, THE
UNDERGROUND
BASE!

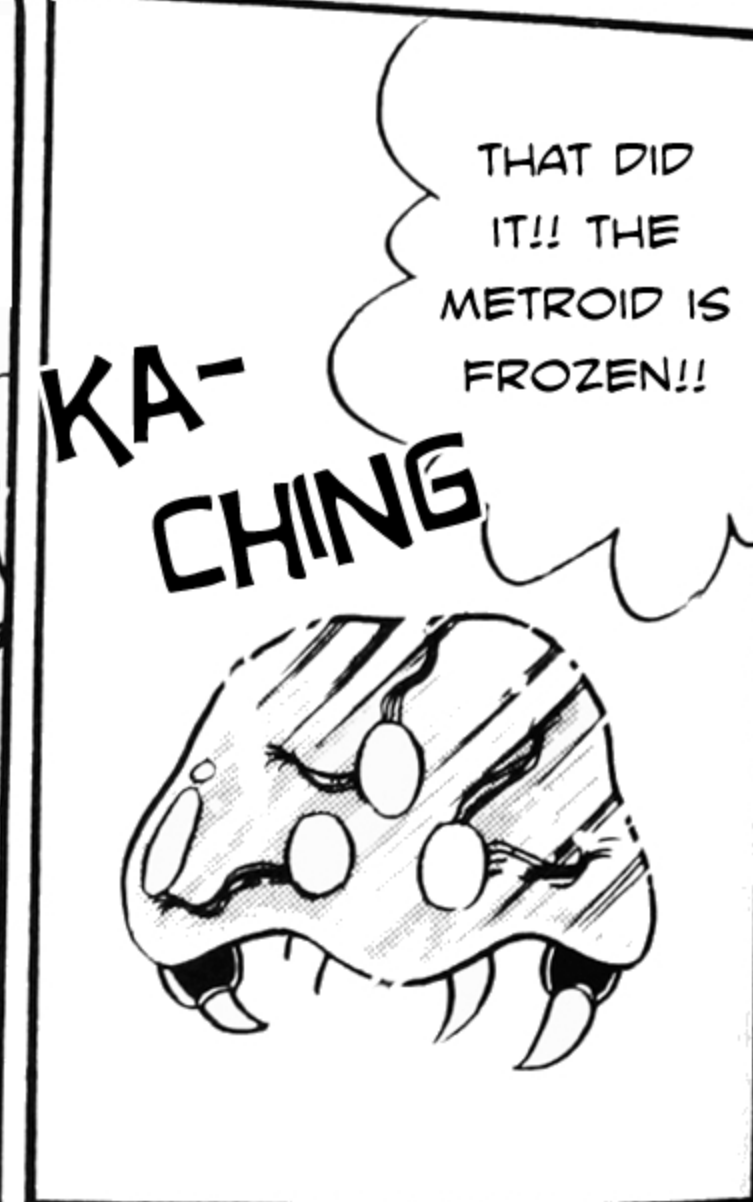
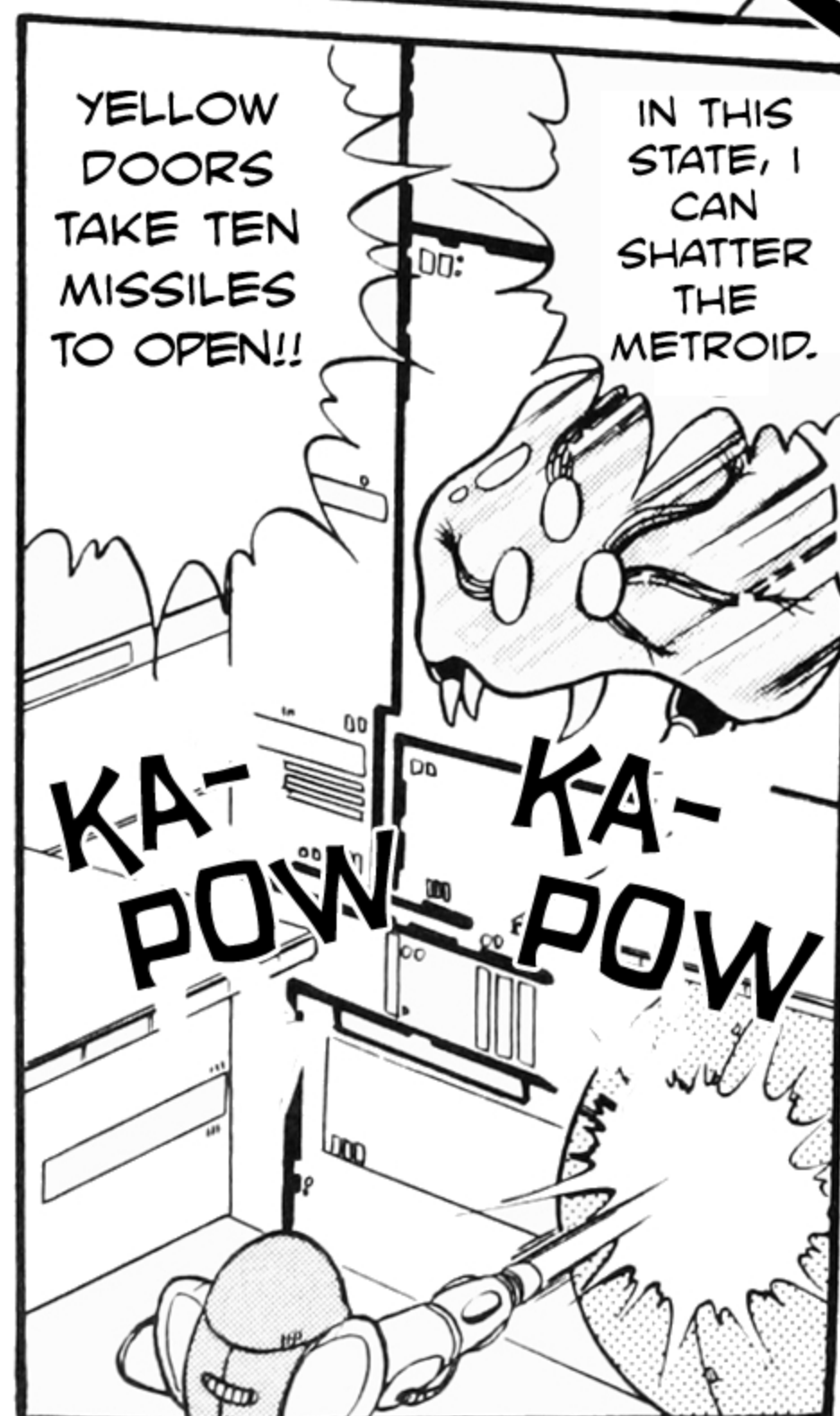
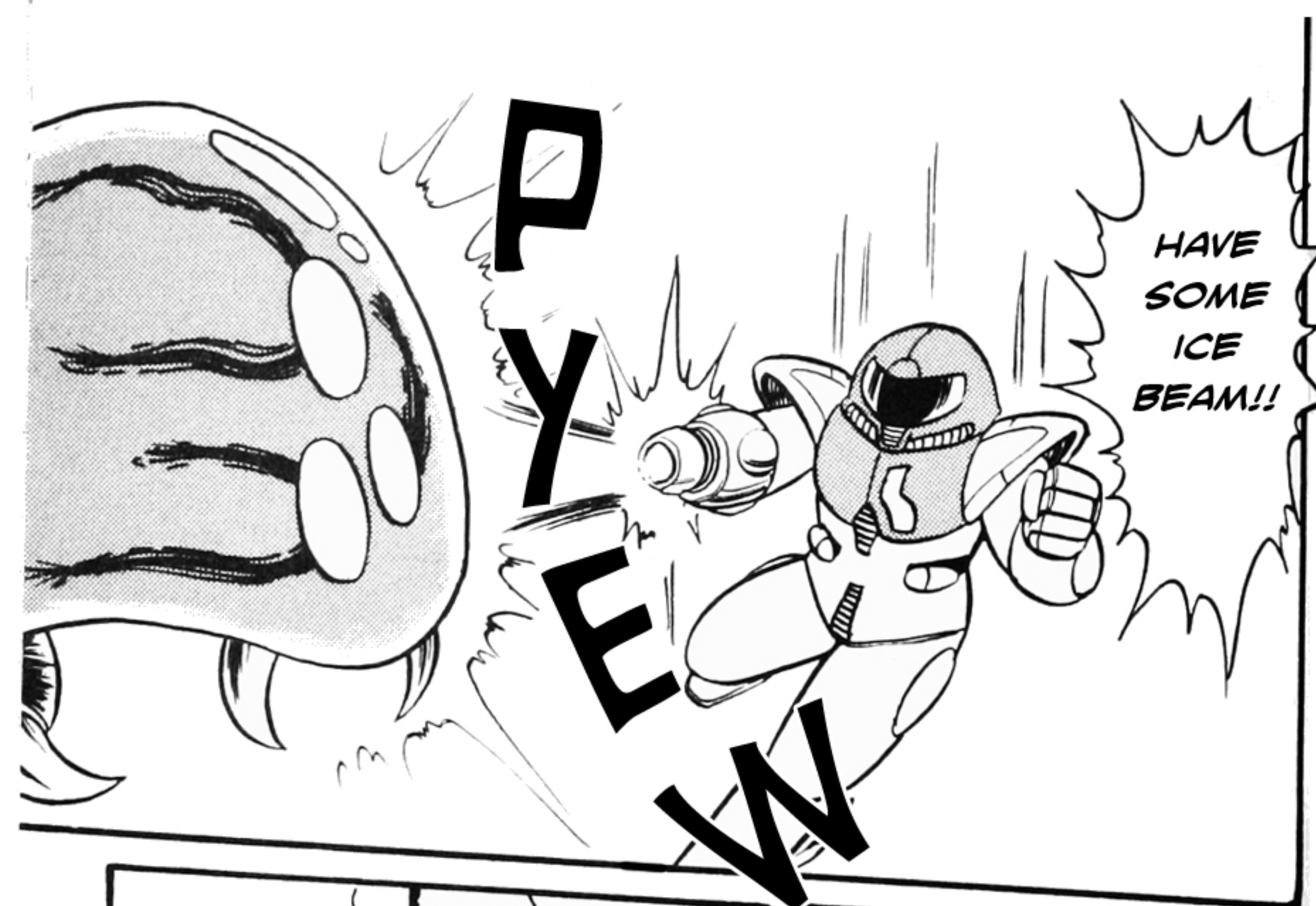




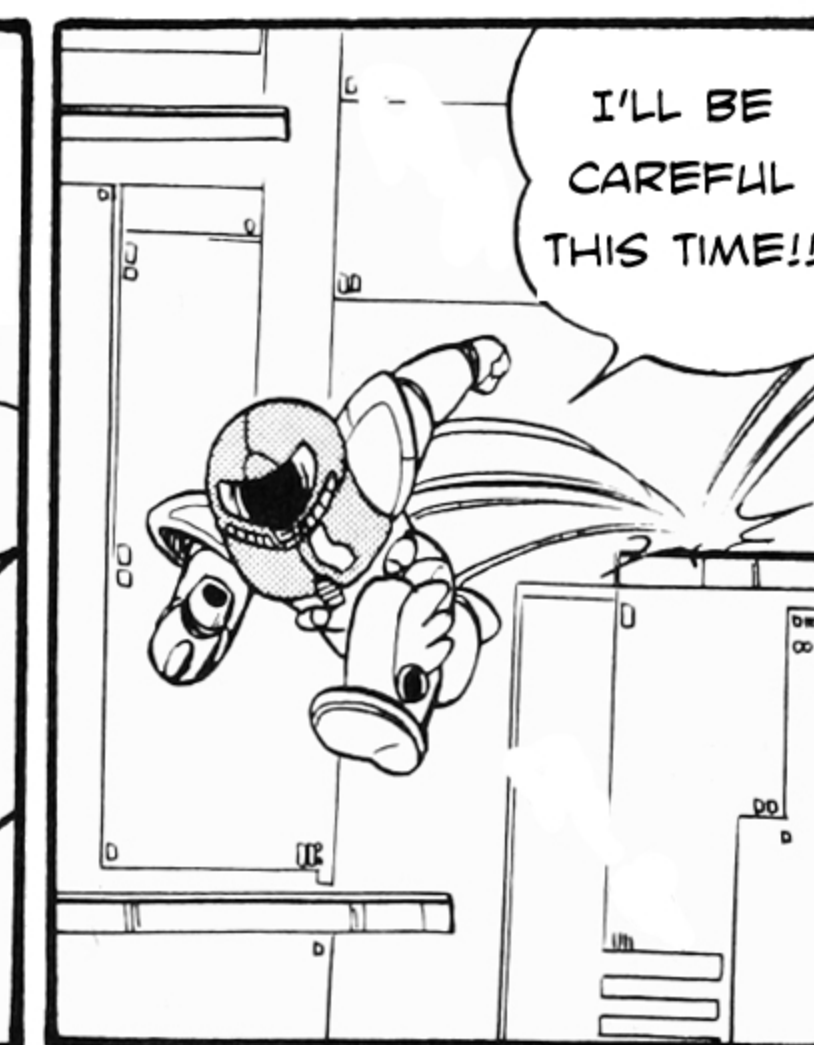
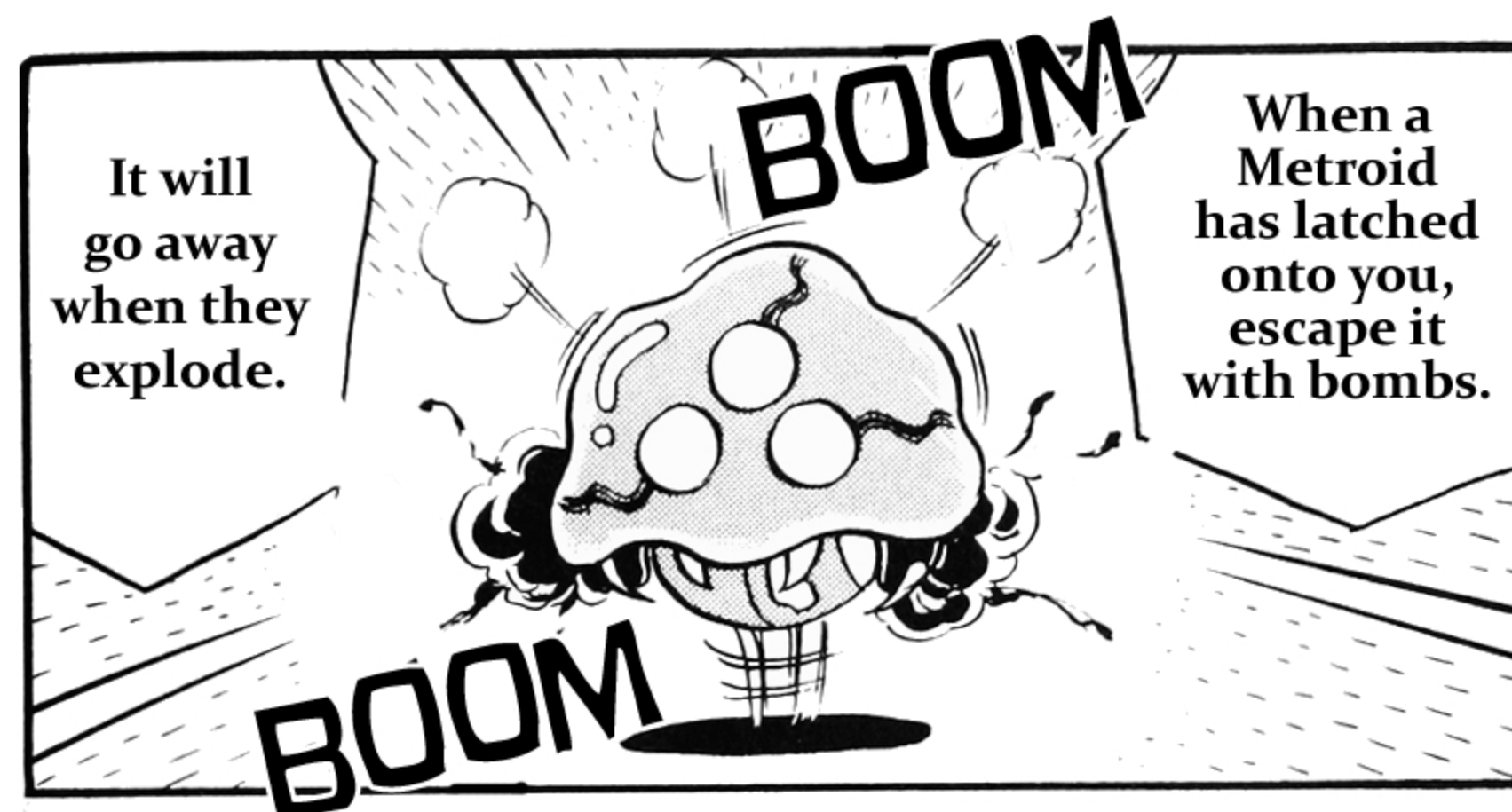


TOURIAN





IF YOU USE A WEAPON OTHER THAN THE ICE BEAM, THE METROID RETREATS TEMPORARILY, SO IT ISN'T VERY EFFECTIVE.



Perfect Strategy Guide 10

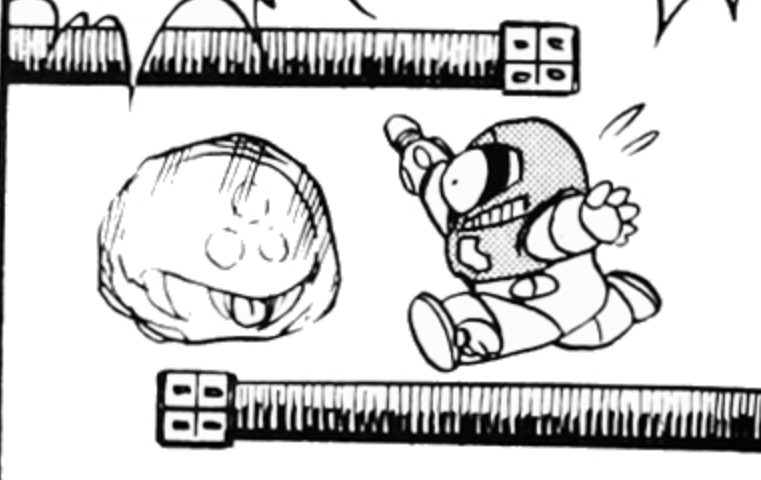
In addition, they often leave behind Energy Balls and Missiles (maximum of 30 units).

After a Metroid is frozen, it can be defeated with five missiles.



A METROID IS BLOCKING THE PASSAGE!!

OH CRAP!!



IT'S FINALLY TIME FOR THE SHOWDOWN WITH MOTHER BRAIN!!

EXCELLENT!! I BEAT THE METROIDS AND REPLENISHED MY ENERGY!!

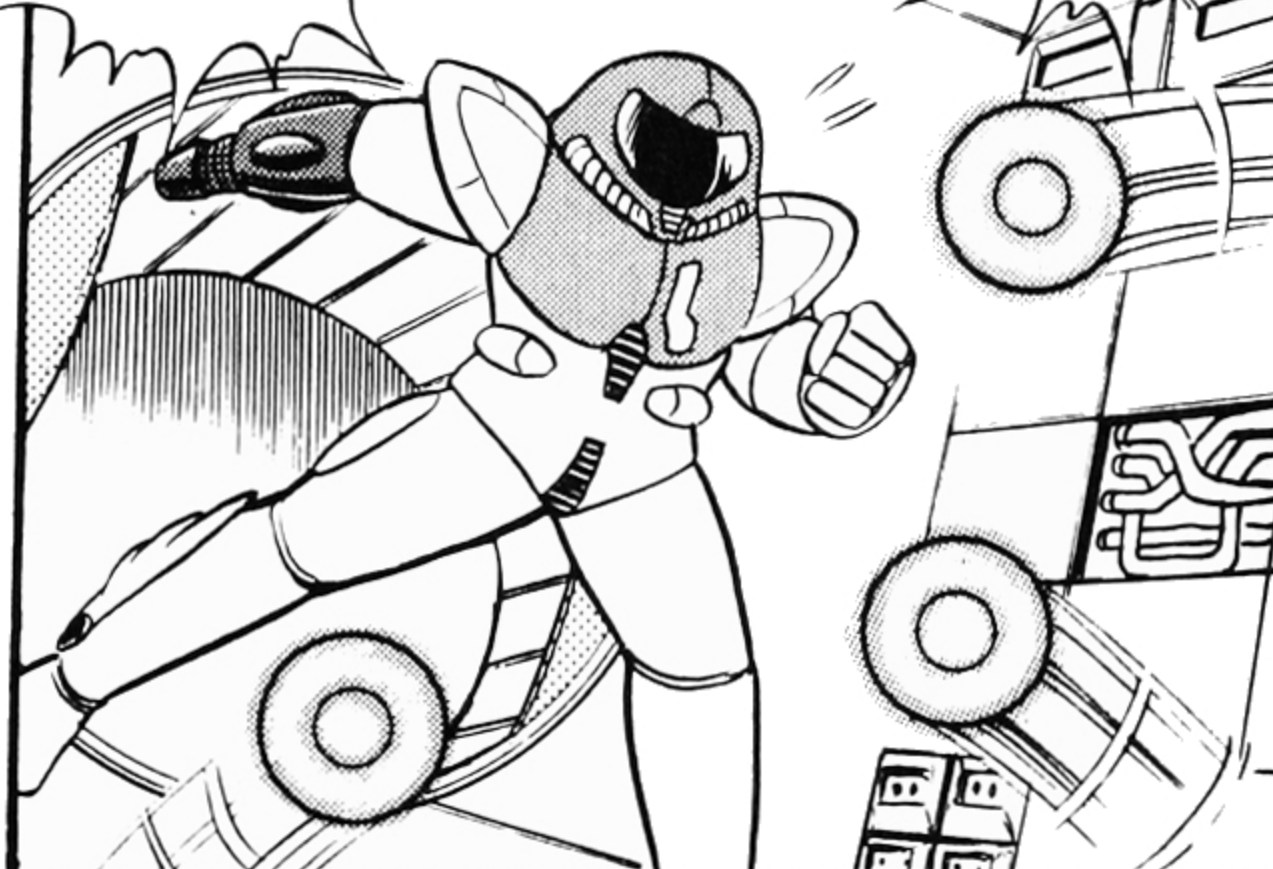


RINKA

THESE FIREBALLS SUDDENLY ERUPT FROM THE BASE'S WALLS. THEY CAN BE DESTROYED WITH SCREW ATTACK AND ICE BEAM.

THE SECOND I ENTERED, RINKAS ATTACKED!!

AUGH!!

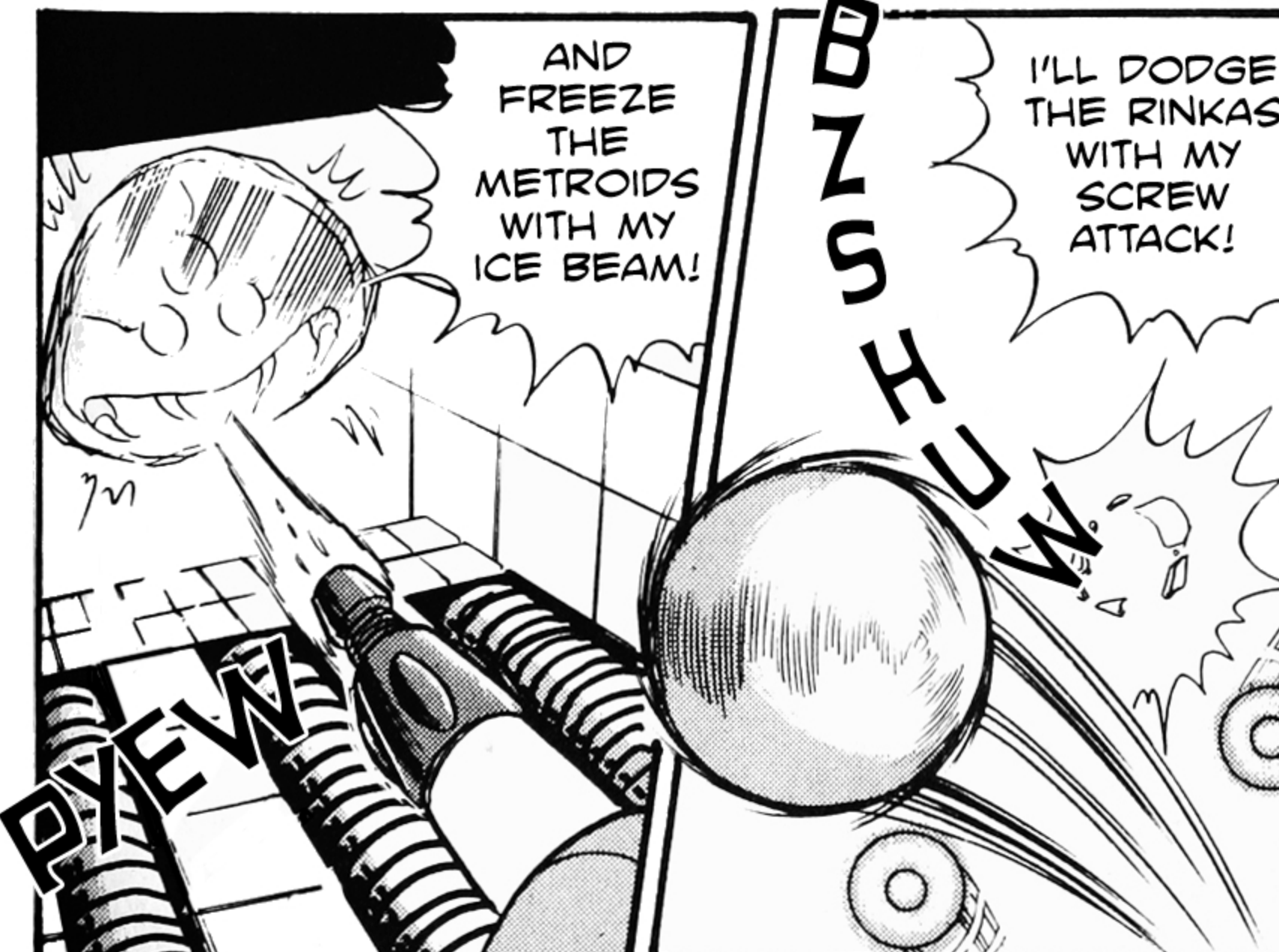


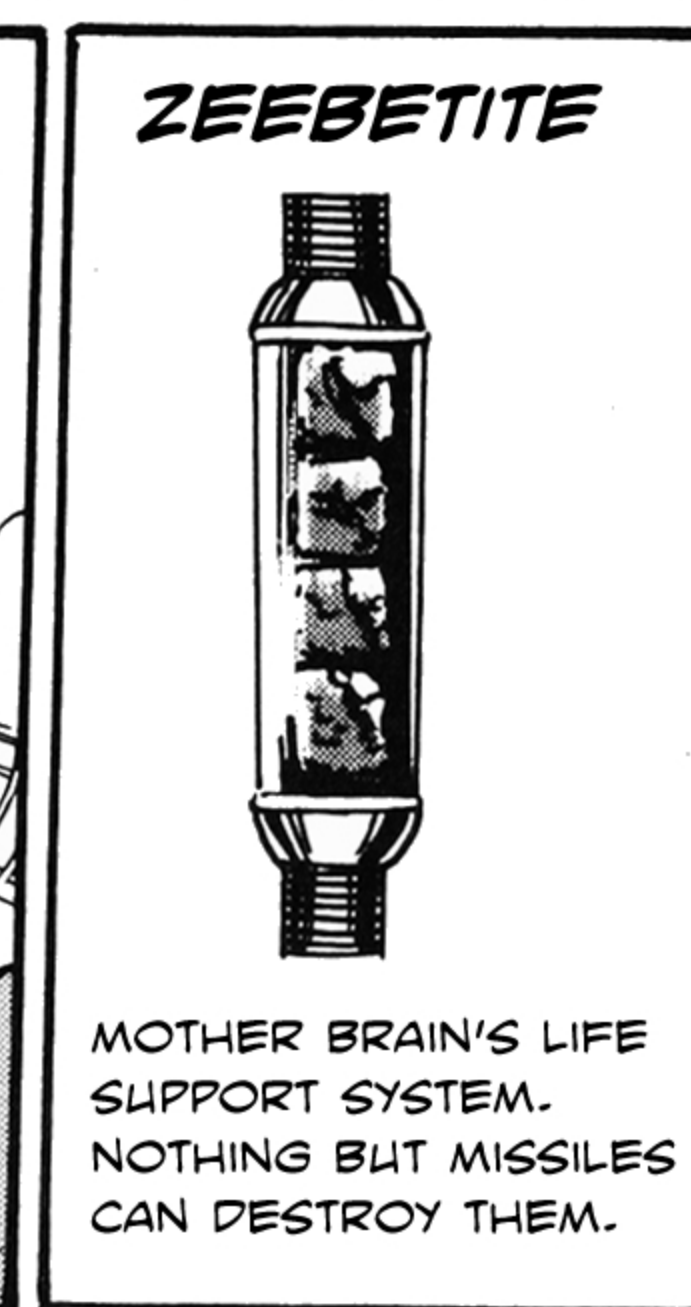
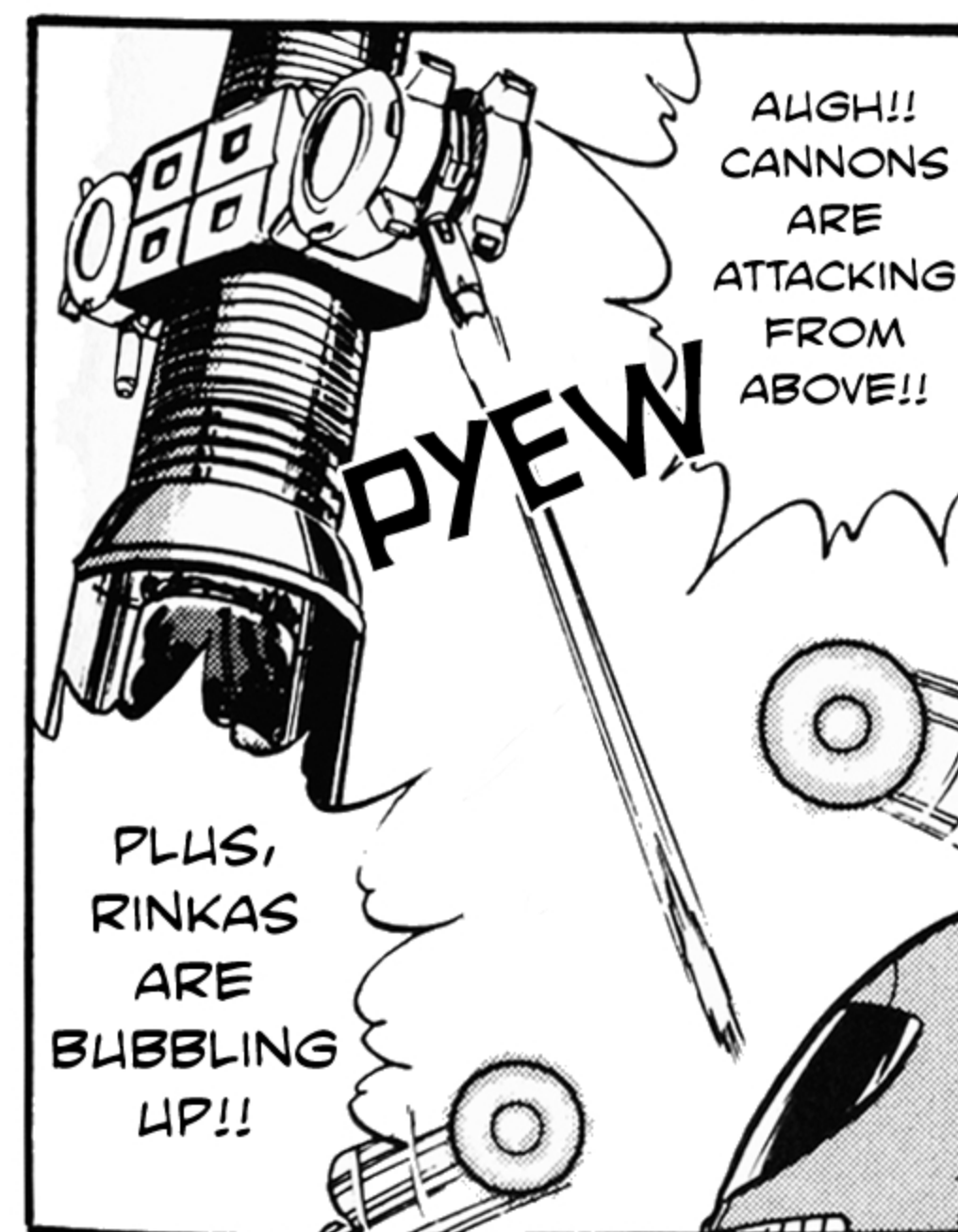
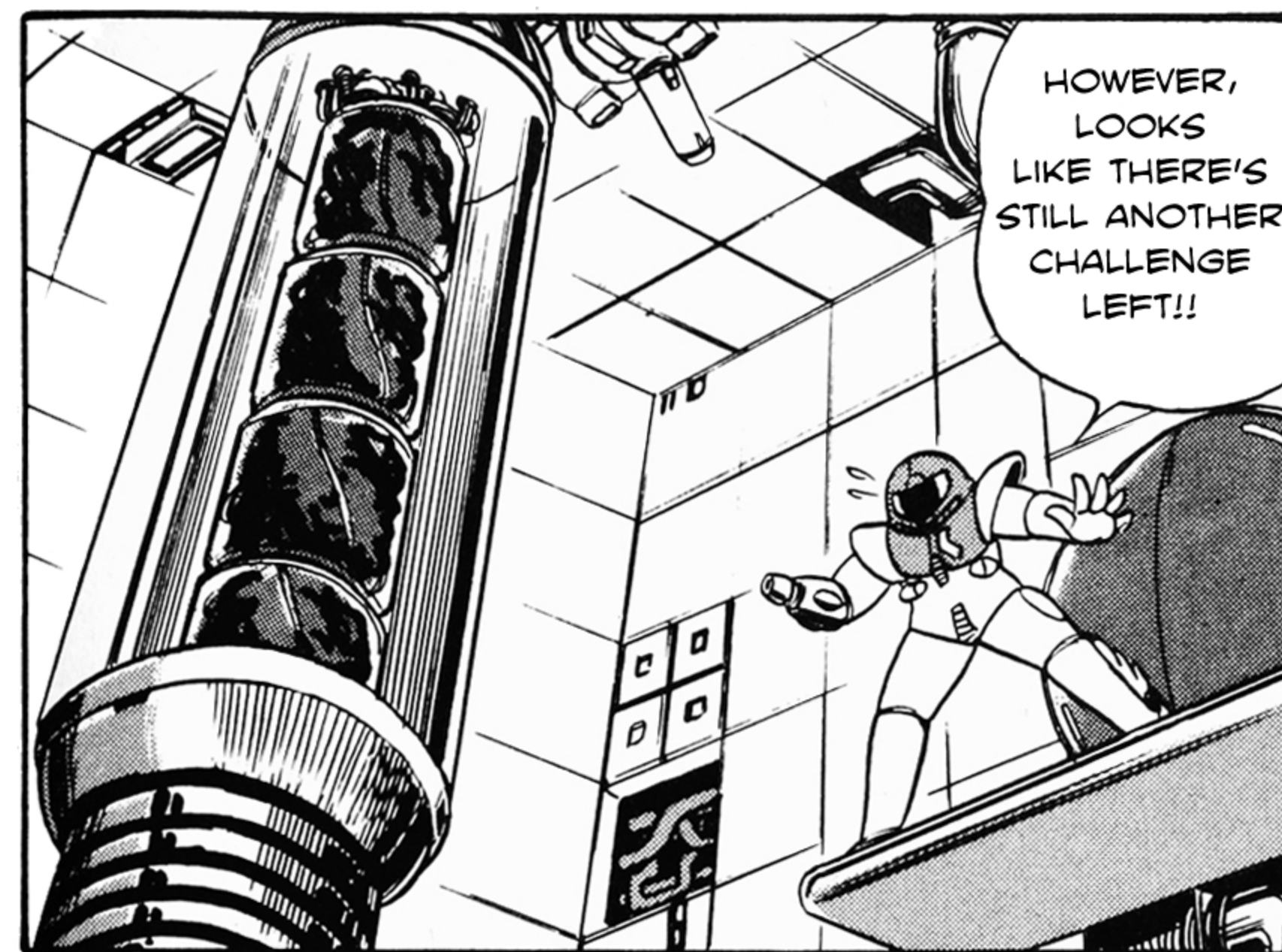
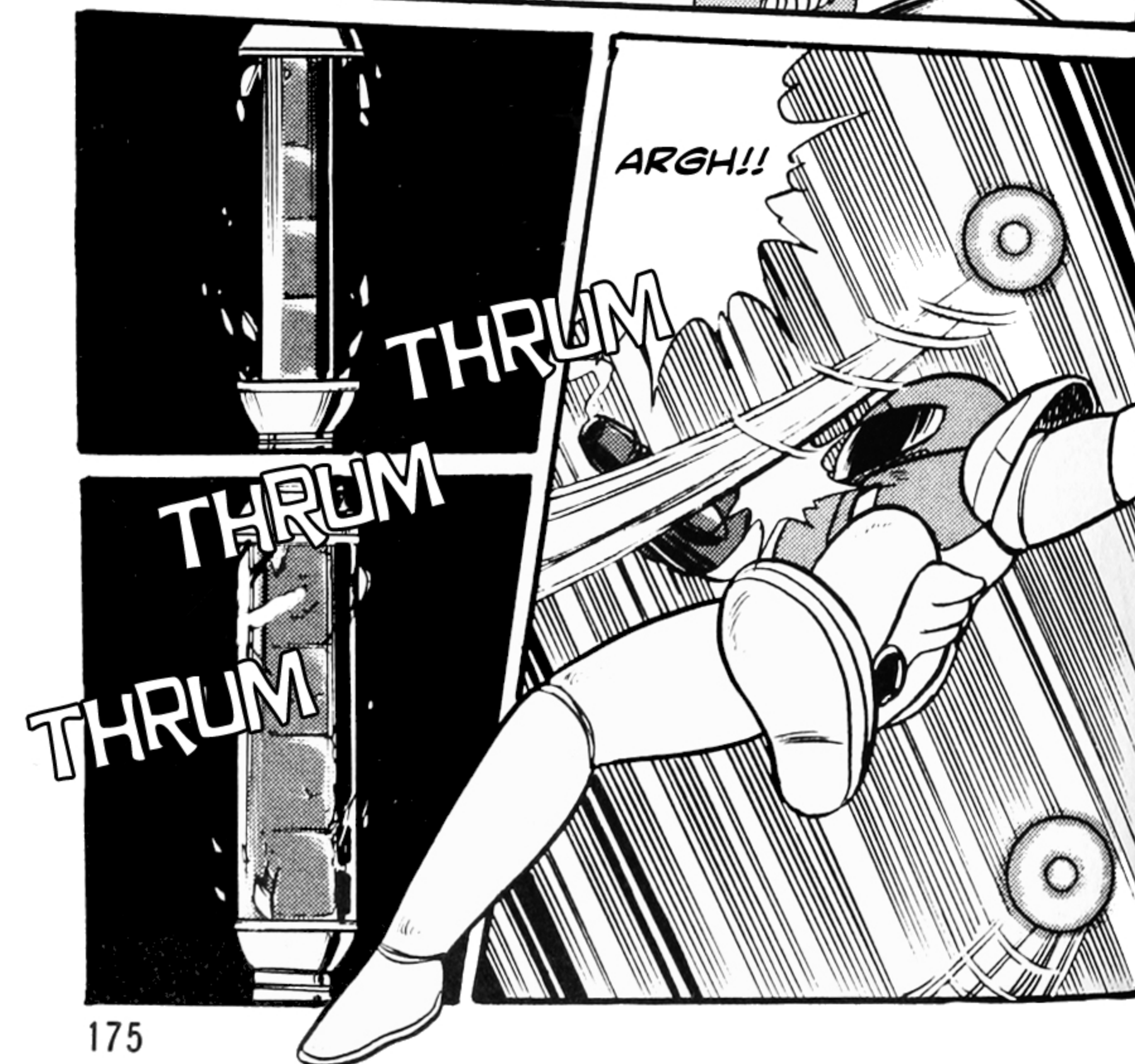
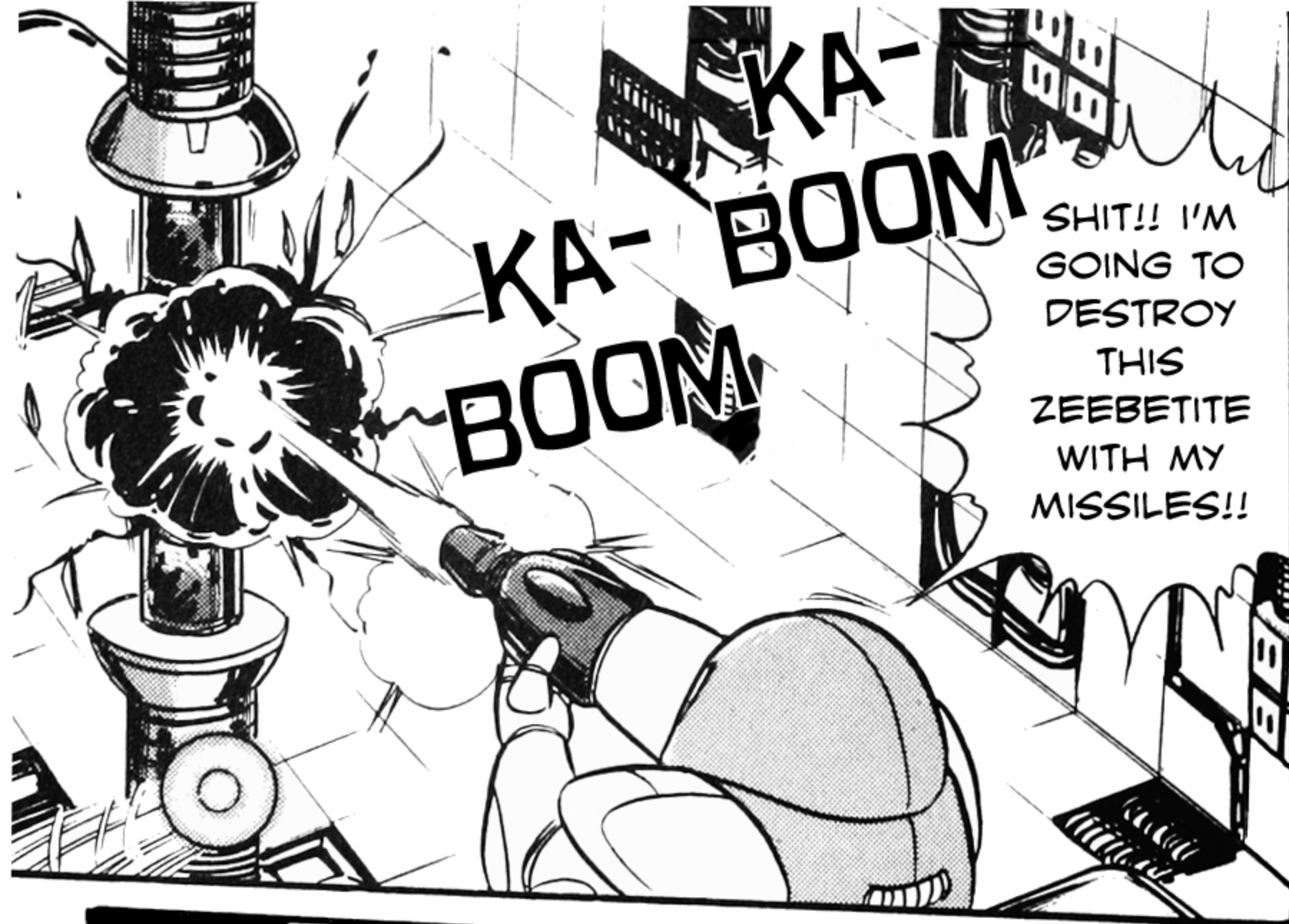
AND FREEZE THE METROIDS WITH MY ICE BEAM!

I'LL DODGE THE RINKAS WITH MY SCREW ATTACK!

FXEWW

BZZZ HUW





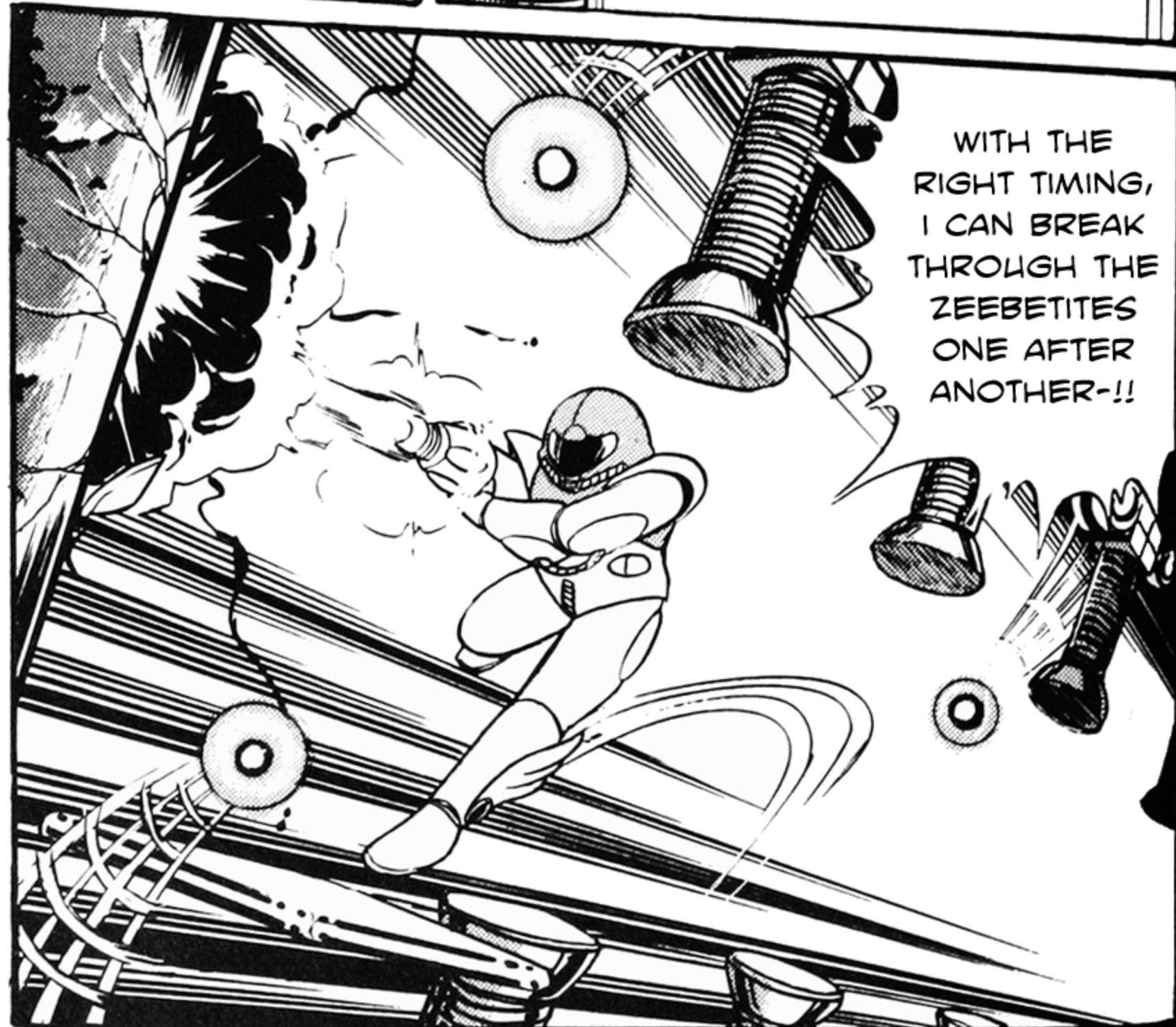


DID IT!!
A CONSTANT
STREAM
OF TEN
MISSILES
CAN
DESTROY
IT!!

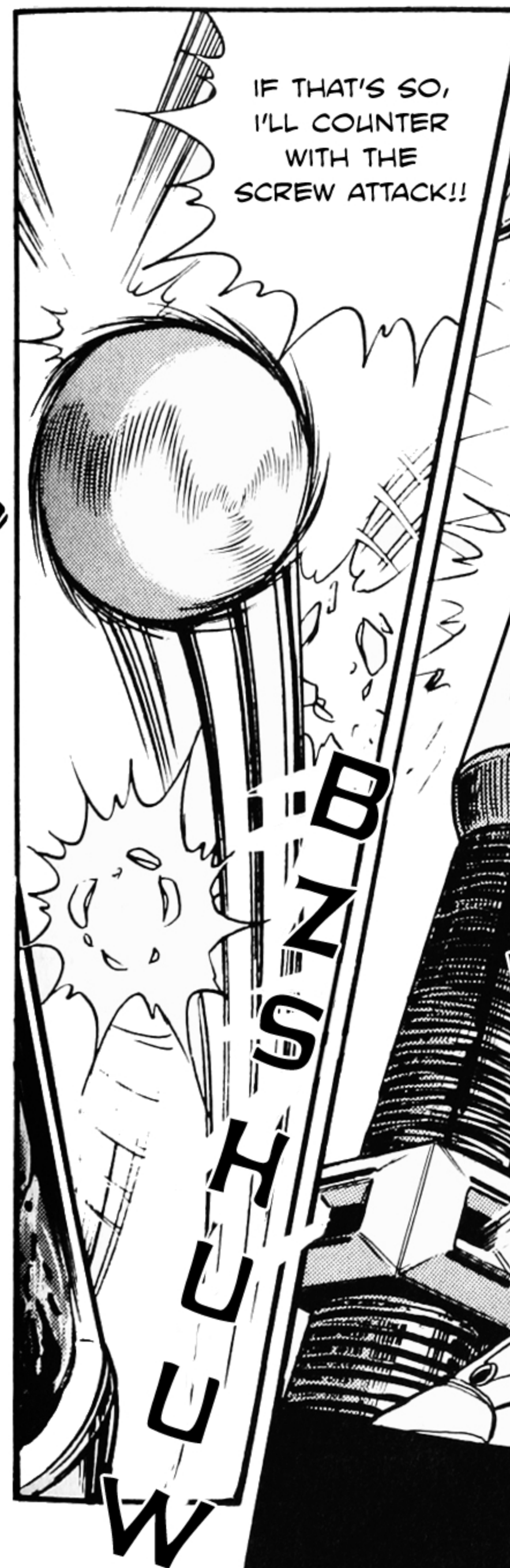
**KA-
BOOM**

AND FIRE
MISSILES
AS I
FALL!!

**KA-
BOOM**



WITH THE
RIGHT TIMING,
I CAN BREAK
THROUGH THE
ZEEBETITES
ONE AFTER
ANOTHER-!!



IF THAT'S SO,
I'LL COUNTER
WITH THE
SCREW ATTACK!!

WHAAAT!

IN JUST A
SHORT TIME,
THE ZEEBETITE
RETURNED TO
ITS ORIGINAL
FORM!!

BWOOM

BWOOM



YOU
WON'T
COME BACK
ALIVE,
SAMUS!!

YOU
DESTROYED
MY LIFE
SUPPORT!!

THRUMM
THRUMM



I CAN
FINALLY
SEE IT!
YOU'RE
THE
MOTHER
BRAIN!!

YOU CAN'T
DEFEAT
ME WITH
THOSE!!

HA HA
HA! IT'S
USELESS!!

BA-
SHUU

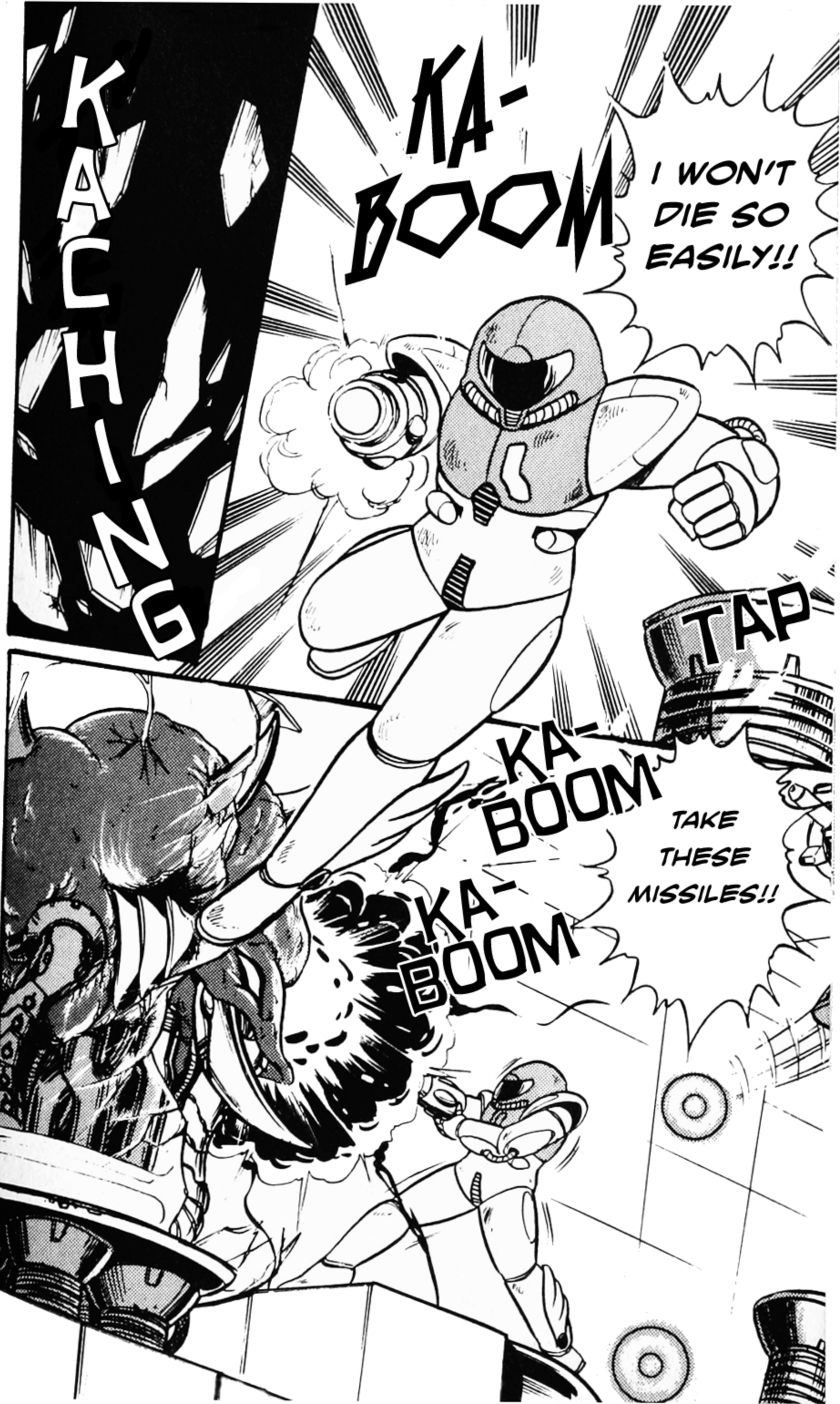
GA-
AH!

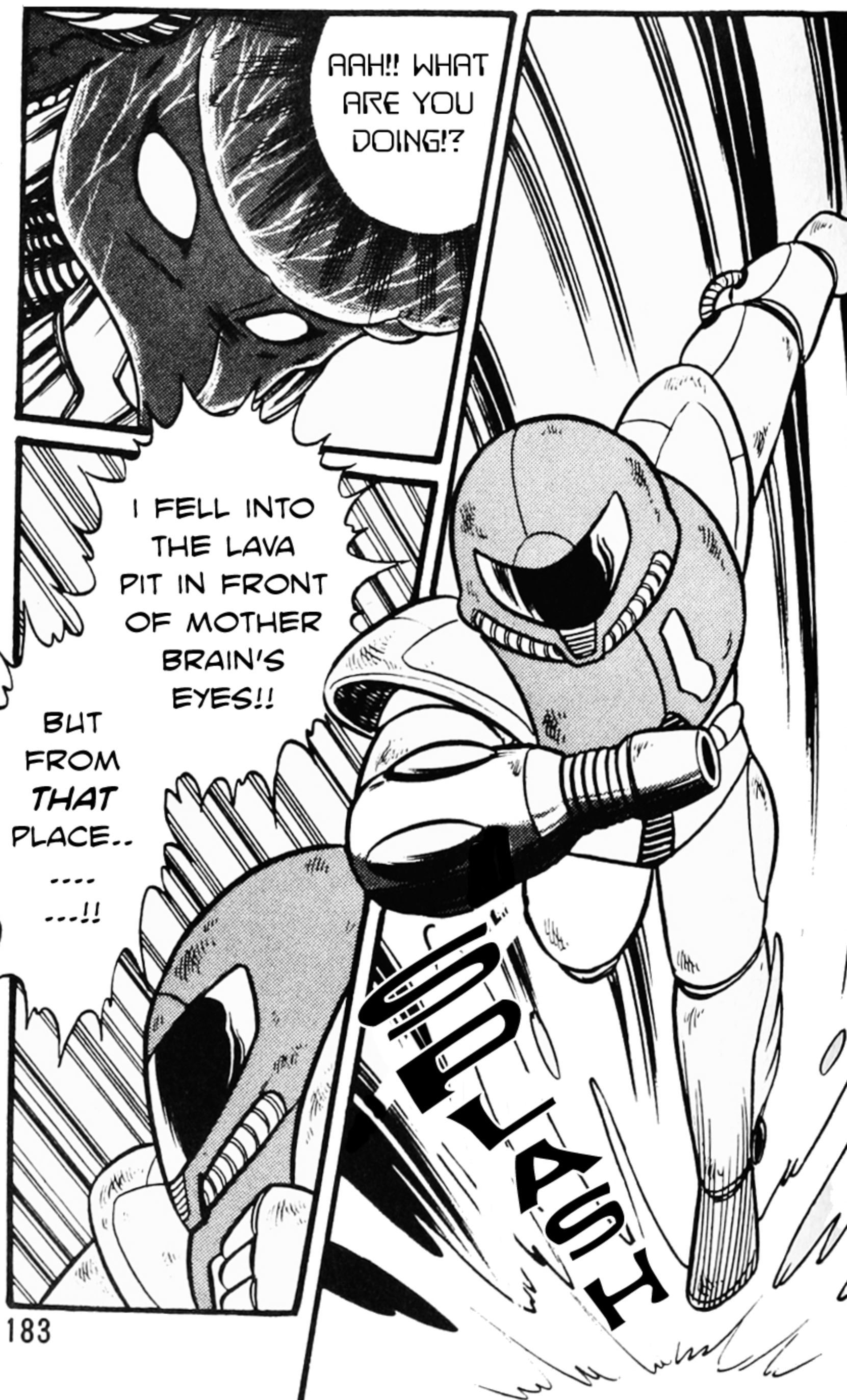
BA-
SHUU

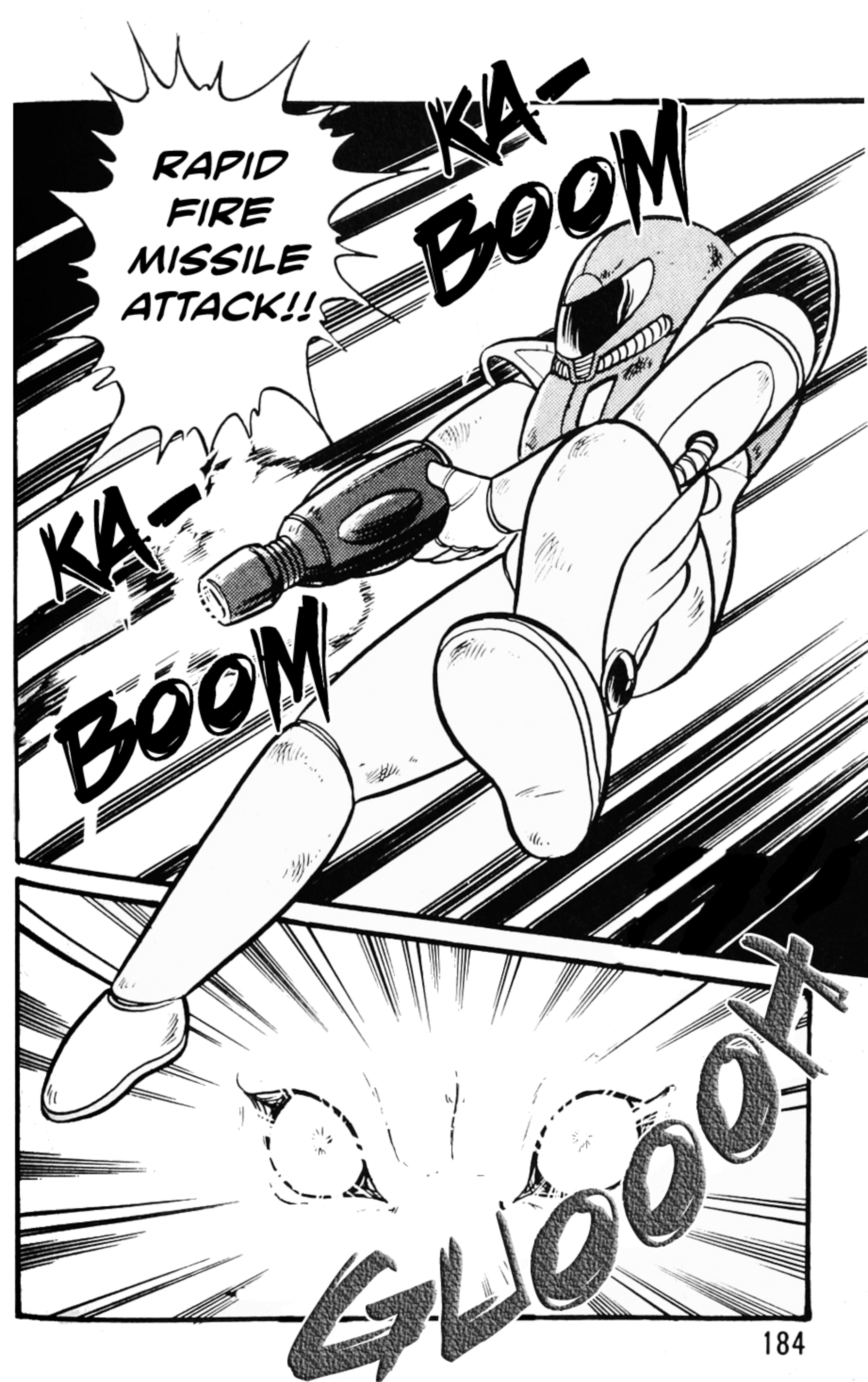
IT DIDN'T
TAKE DAMAGE
EVEN WHEN
I SHOT IT
AT POINT
BLANK!!

WHY!?

SHOOT
IT

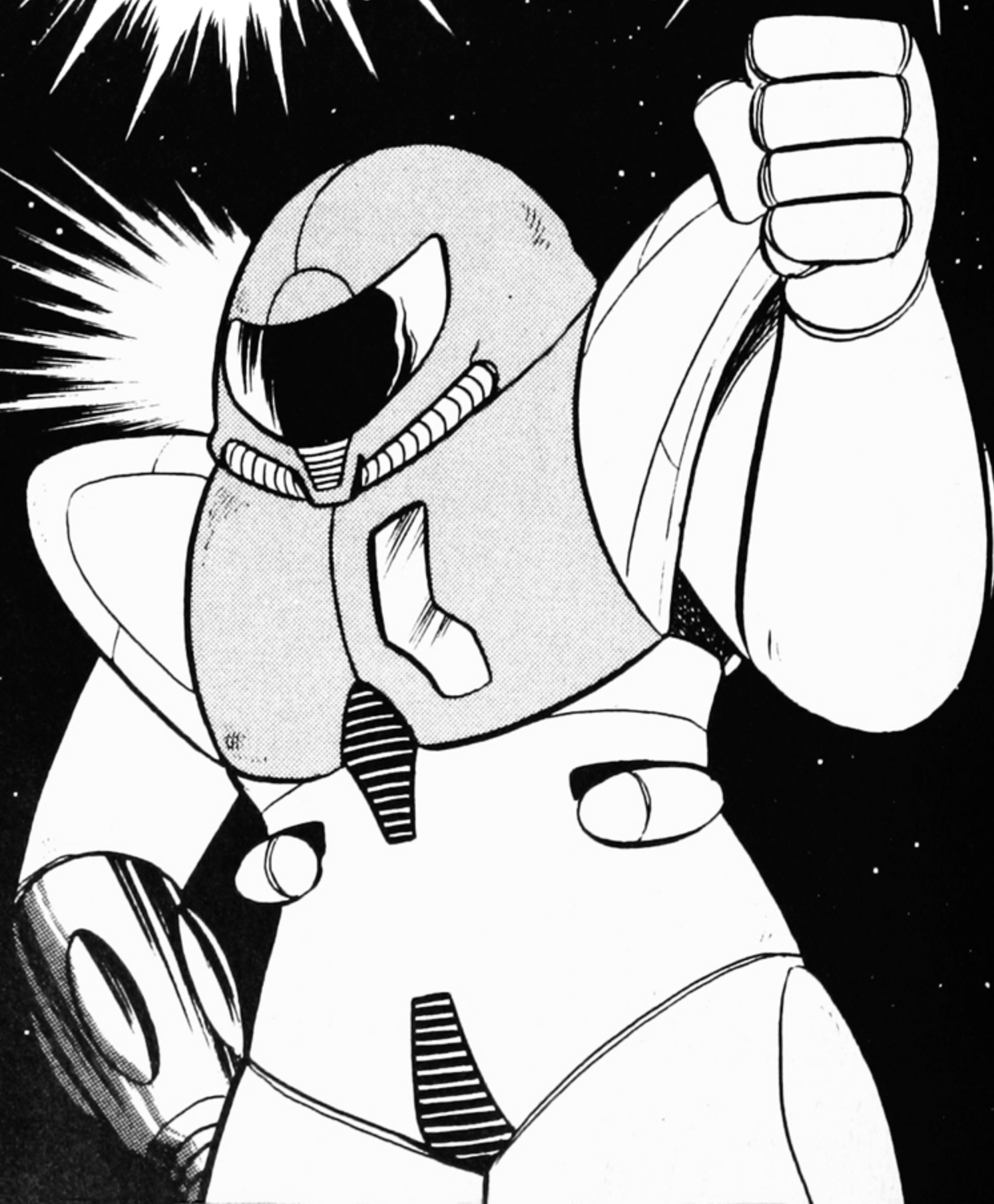






Go for
it, Samus!!
You're our
hero!!

Samus's
adventures
will continue
forever!!

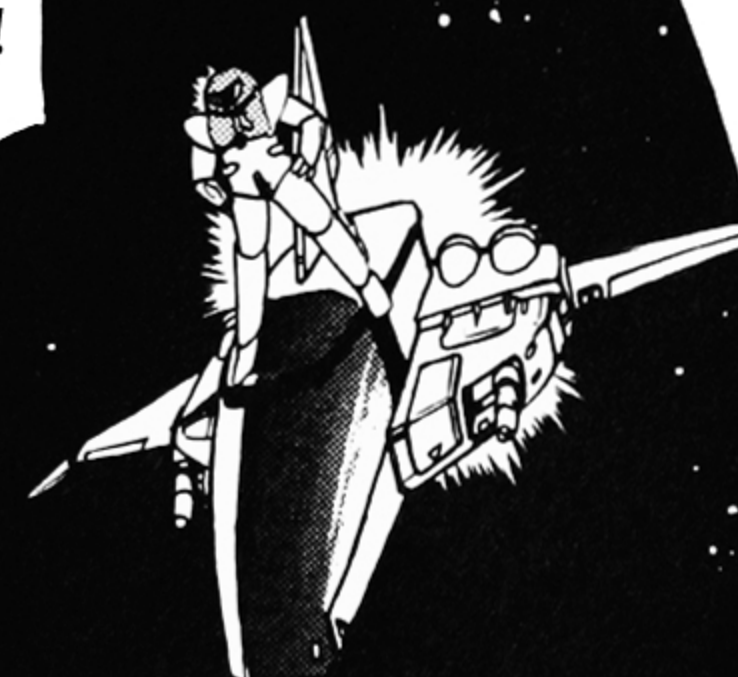


The Metroids
in Tourian
were engulfed
in flames.
Galactic
Civilization
was saved!!

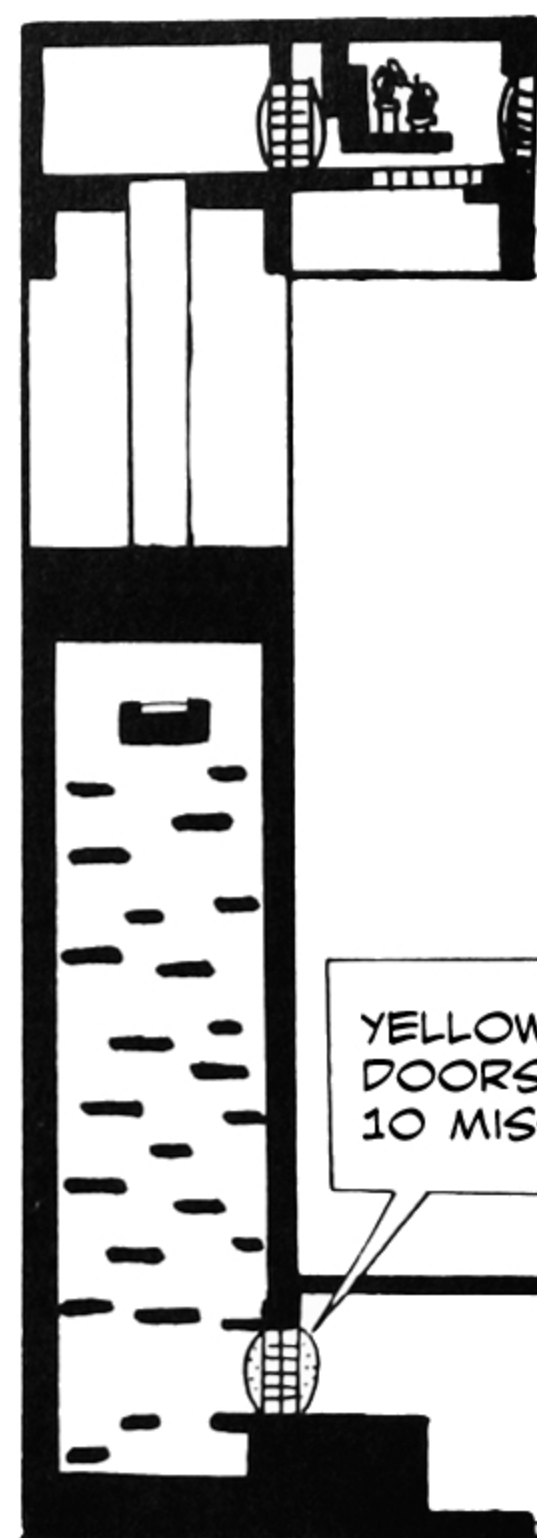
And so,
Samus
defeated
Mother Brain
and safely
escaped to
the surface!!

However, with
bravery, you
will have the
chance to meet
the true Samus!

No one
knows the
identity of
Samus,
the Galaxy's
hero.



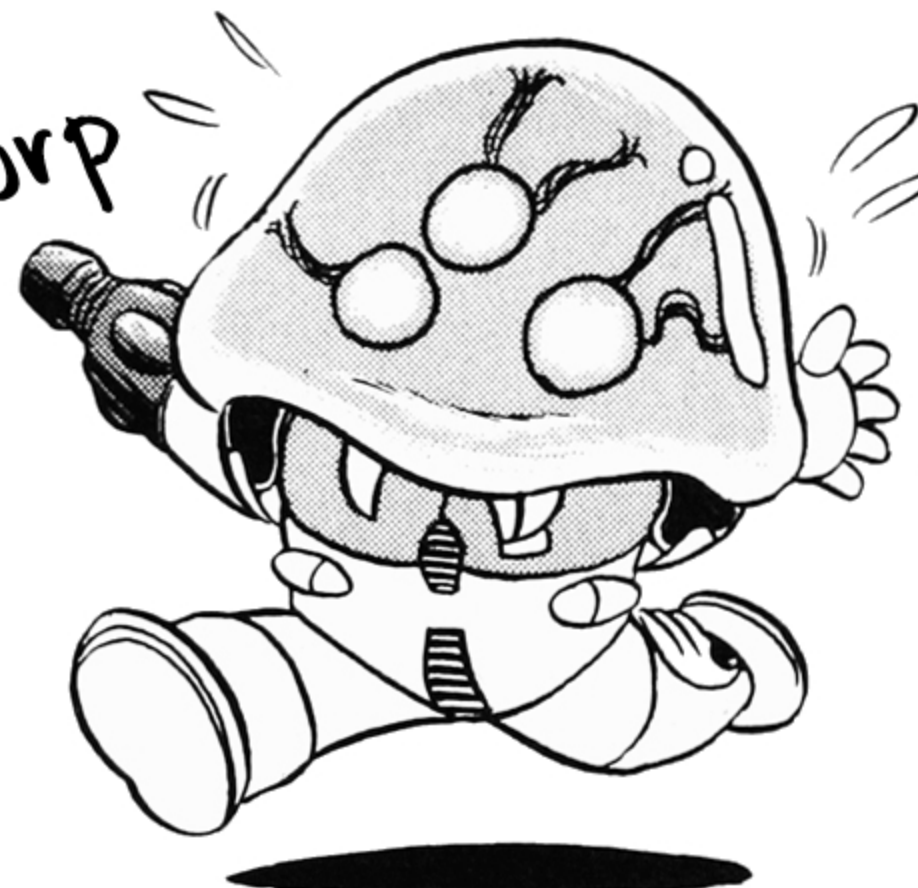
DESTROY THE
MOTHER BRAIN
AND AN EMERGENCY
WILL HAPPEN!!
THE GAME WILL
CONTINUE FURTHER!!



To Brinstar
Map A (P47)

PRESENTING THE MAP OF TOURIAN!!

shlurp
shlurp



Kiiyaaah!!

- IF YOU DESTROY ALL THE ZEEBETITES AND TRY THE GAME AGAIN, THEY WON'T BE RESTORED!!
- SHOOT 32 MISSILES INTO MOTHER BRAIN FROM A CERTAIN PLACE TO DESTROY IT!! LOOK AT THE MAP FOR WHERE TO FIND THAT PLACE.



BLUE DOOR
(1 BEAM SHOT)

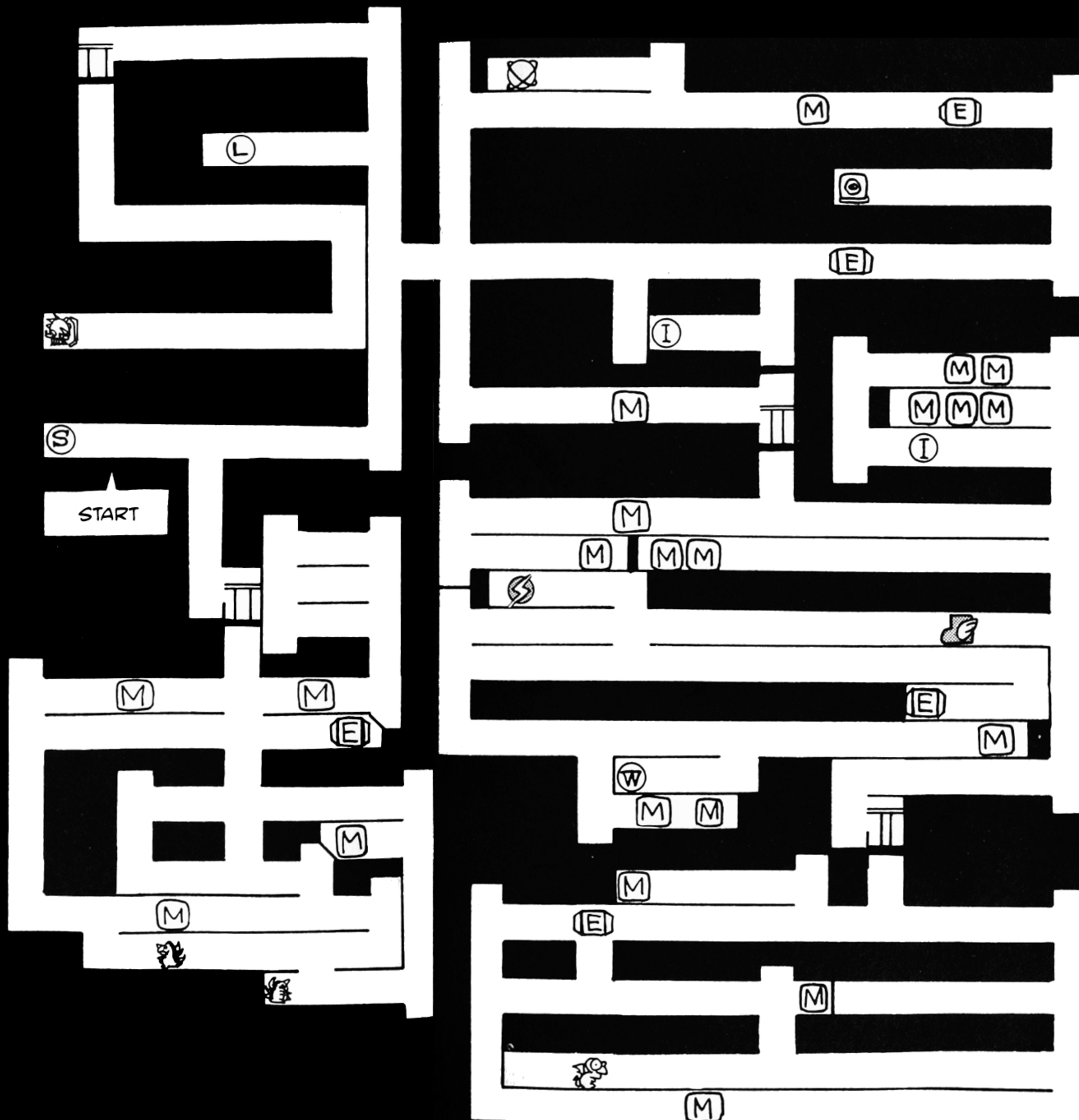


RED DOOR
(5 MISSILES)

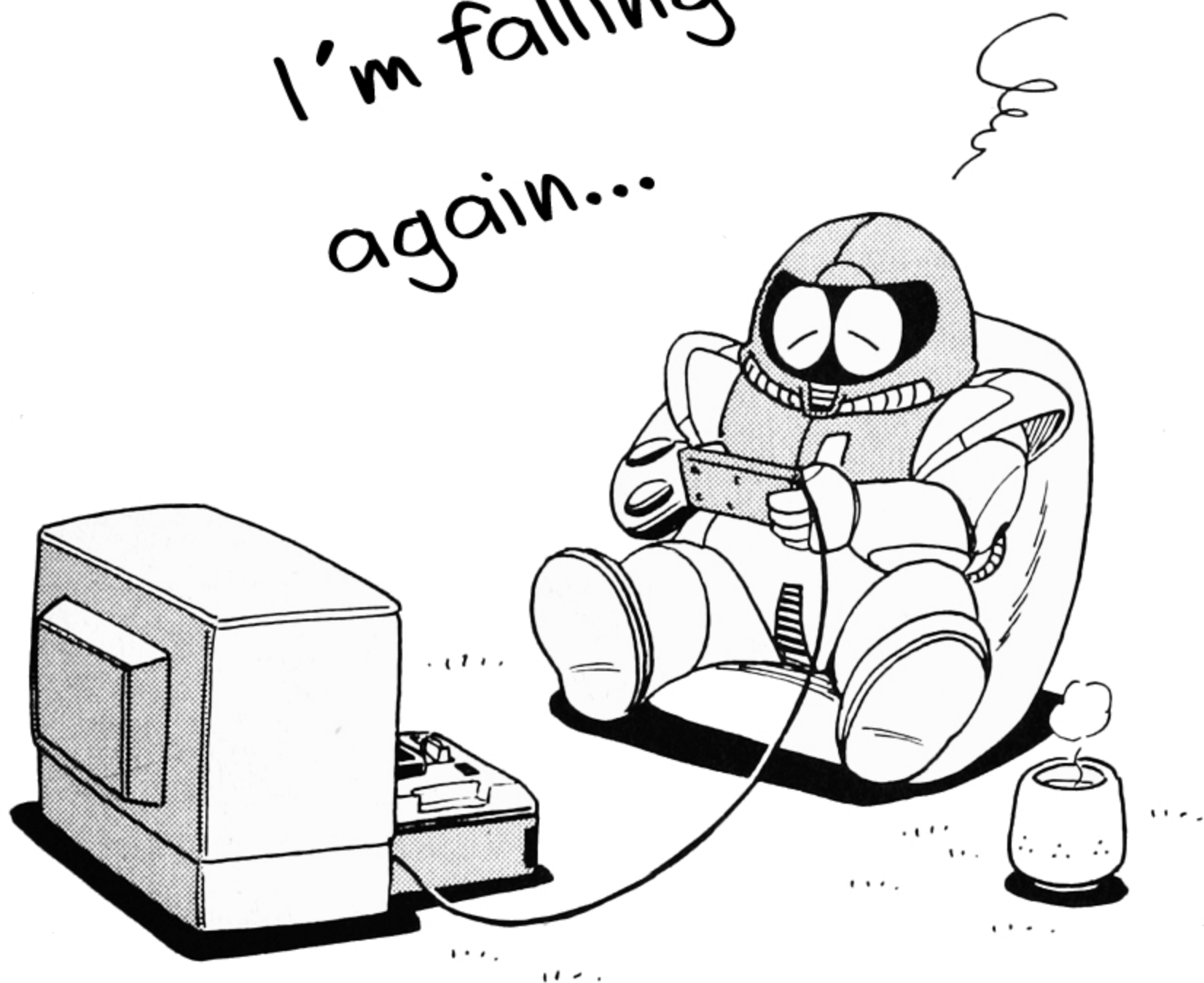


**THIS
IS THE
WHOLE
MAP OF
ZEBES!!**

- (S) MARU MARI
- (L) LONG BEAM
- (I) ICE BEAM
- ⊗ VARIA
- ⚡ SCREW ATTACK
- (W) WAVE BEAM
- 👉 HIGH JUMP
- 🎯 BOMB
- (E) ENERGY TANK
- (M) MISSILES



Aaah...
I'm falling
again...



PRODUCTION STAFF

COMPOSITION & PRODUCTION

MINAZUKI YUU

ARTIST

IZANAMI ROH (DESIGN COLLABORATION)

SUZUTOH IDZUMI

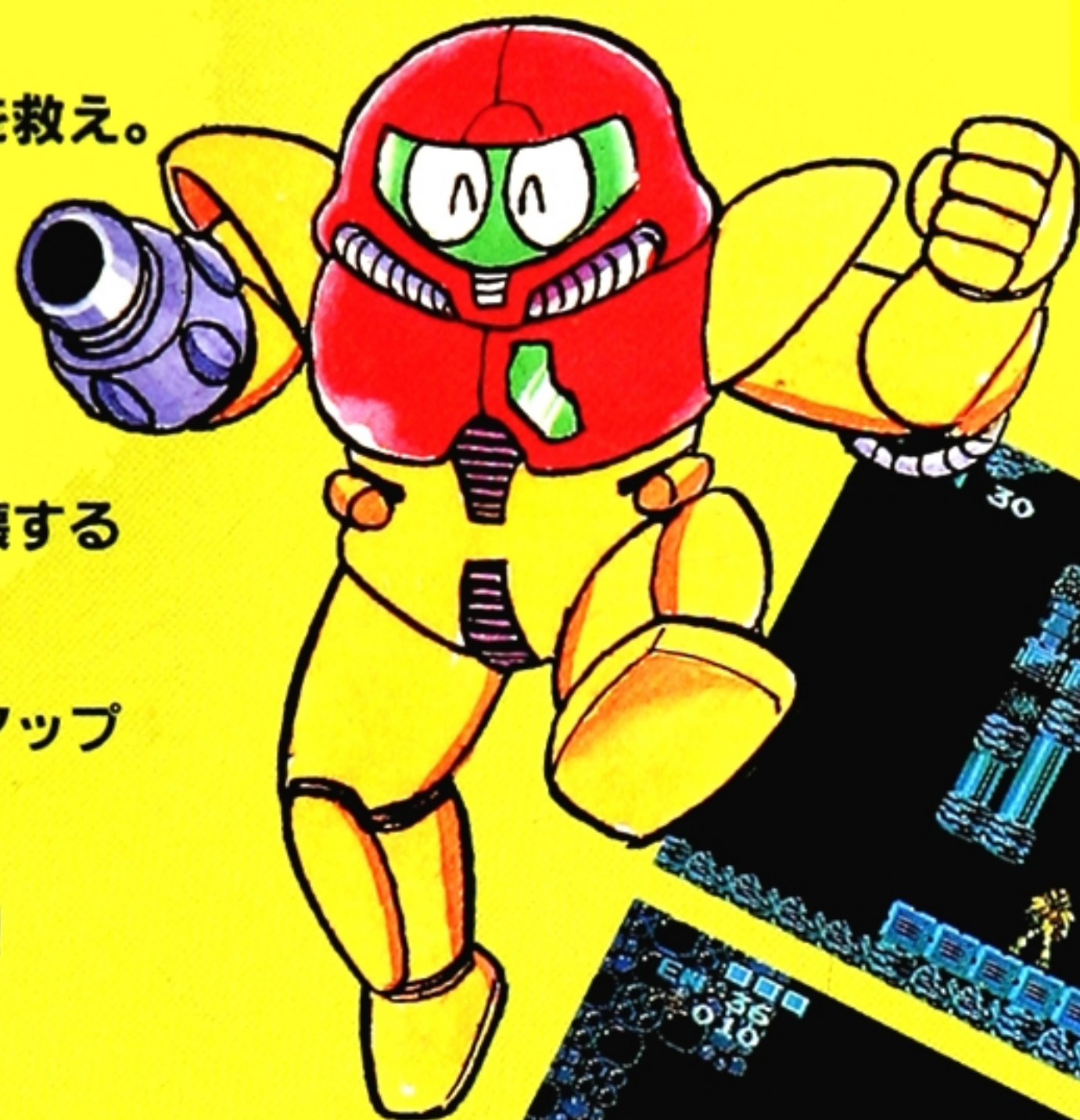
銀河文明滅亡の危機を救え。

超能力戦士サムスが、

マザーブレインを破壊する

コツを、要塞内完全マップ

付きで、完ペキ伝授!!



WANPAKKU
COMICS

徳間書店

好評発売中!!

ファミリーコンピュータTM
必勝テクニック完ペキ版⑪

機動戦士Zガンダム
ホットスクランブル

山田二郎



ファミリーコンピュータTM
必勝テクニック完ペキ版⑫

じゃじゃ丸の大冒険
大野克彦

ファミ魂ウルフ③
かたおか徹治

定価各370円

わんぱくコミックス⑪

ファミリーコンピュータTM
必勝テクニック完ペキ版⑩
メトロイド

昭和61年10月25日 初版発行

著者 みなづき由宇

発行者 尾形英夫

構成 ワークハウス

印刷所 大日本印刷株式会社

発行所 株式会社徳間書店

〒105 東京都港区新橋4-10-1

落丁・乱丁の場合はおとりかえいたします。

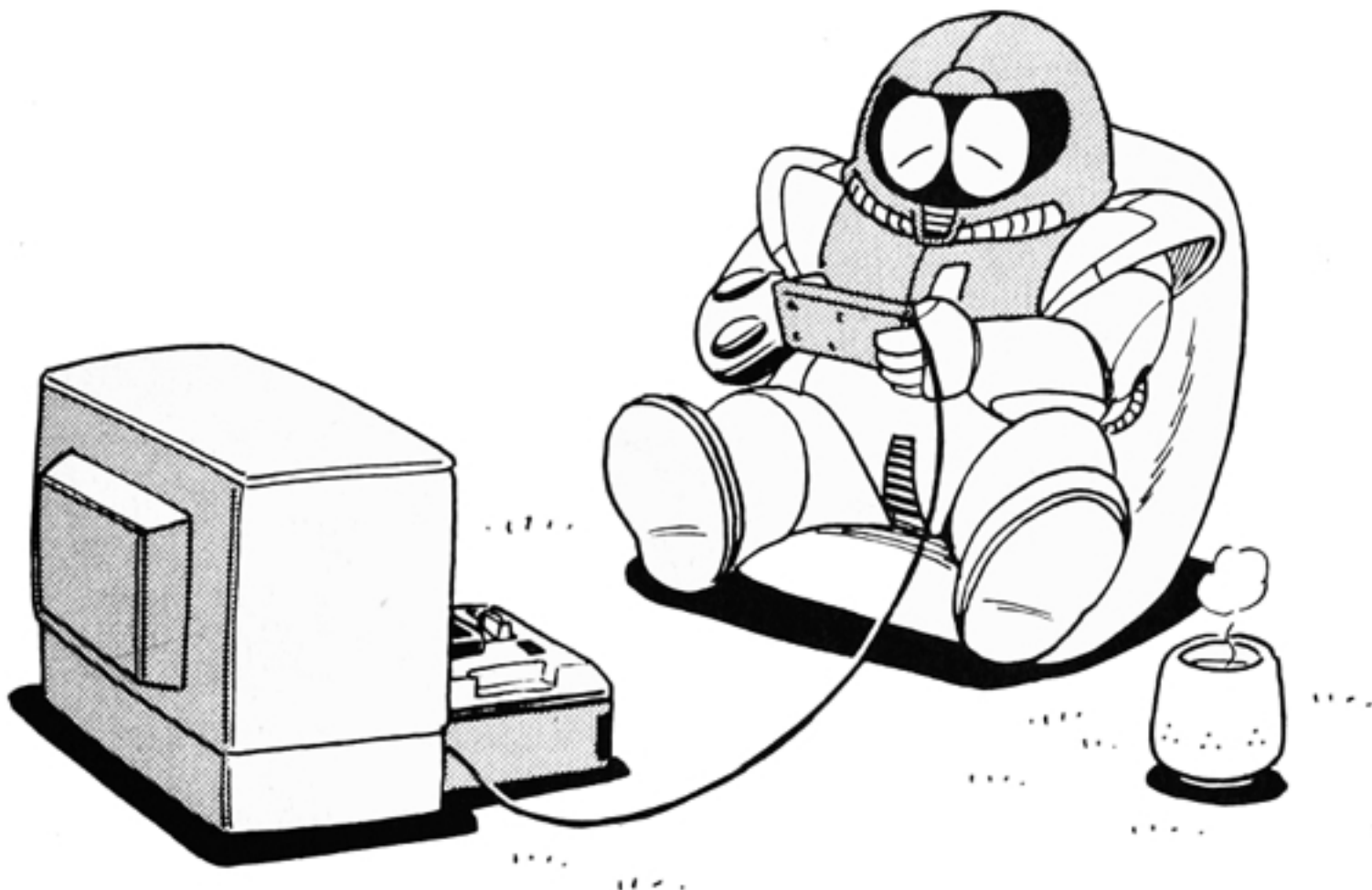
装丁 / 水野敏雄

定価370円

CREDITS

TRANSLATION - CAPCOM
TYPESETTING - CAPCOM
SCANS - VGMSTUDIOS
SPECIAL THANKS - MARNA

ORIGINAL WANPAKKU COMICS
COMPOSITION & PRODUCTION - MINAZUKI YUU
DESIGN ASSISTANCE - IZANAMI ROH
- RINDO ITZUMI
© NINTENDO 1986



PLEASE ASK BEFORE HOSTING

Created Exclusively for the Metroid Database
<http://www.metroid-database.com>

Version 1.00